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ISSUE 83

PLAY



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83

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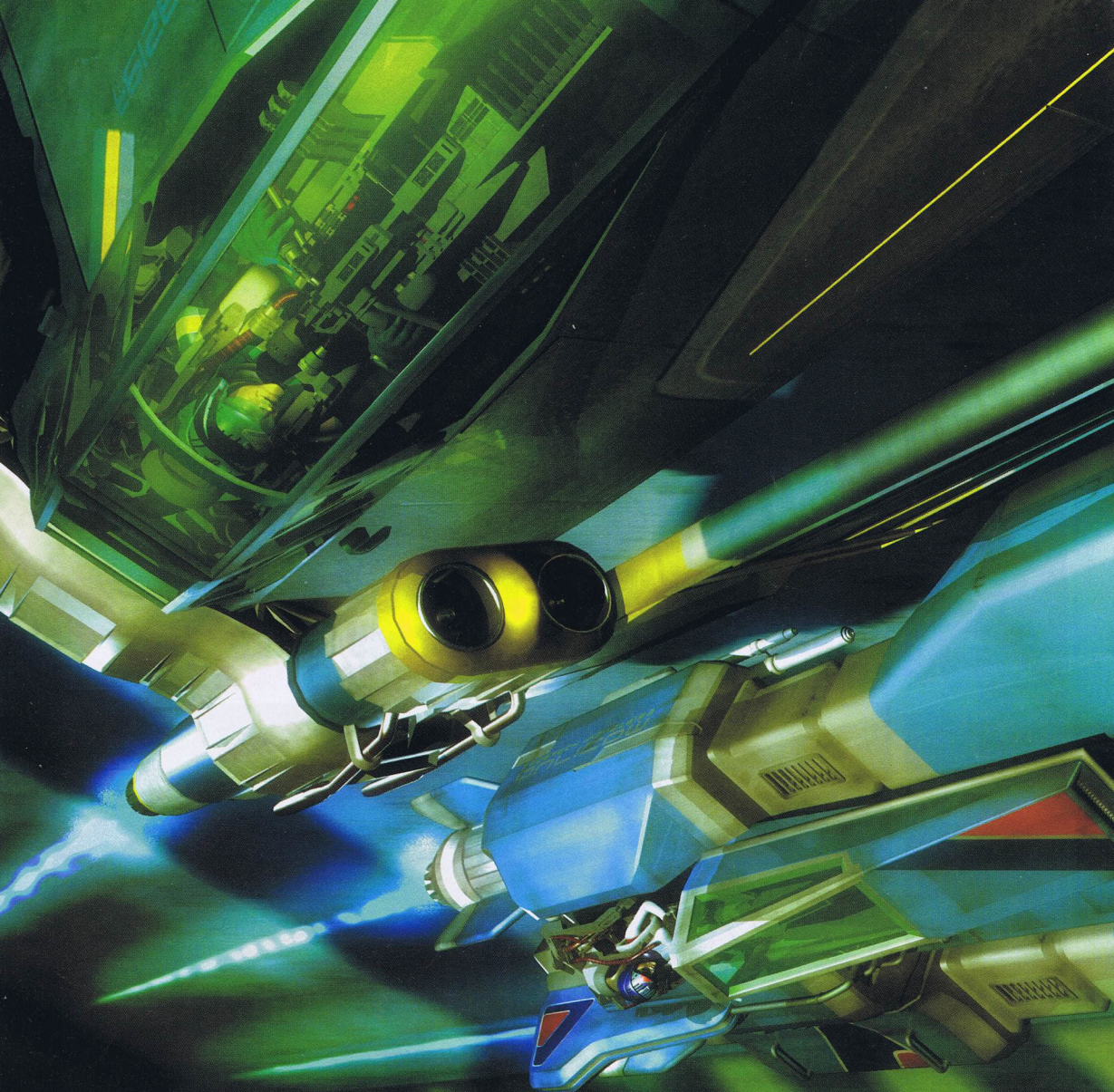


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WIPEOUT FUSION

LOOKING FOR THE WORLD EXCLUSIVE REVIEW OF THIS ENORMOUS
RELEASE? YOU'VE COME TO THE RIGHT PLACE. PAGE 24

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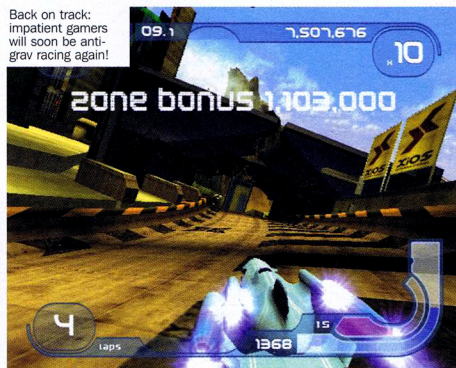
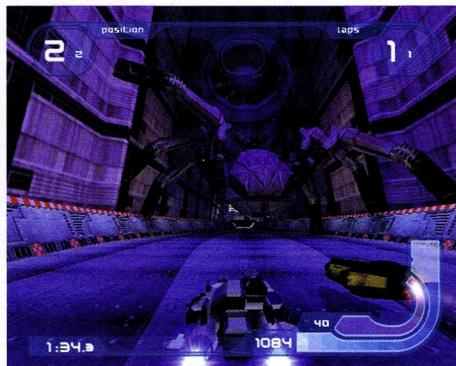
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WIPEOUT FUSION

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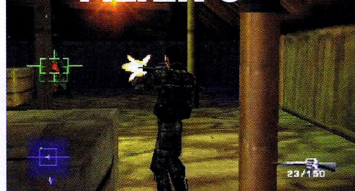
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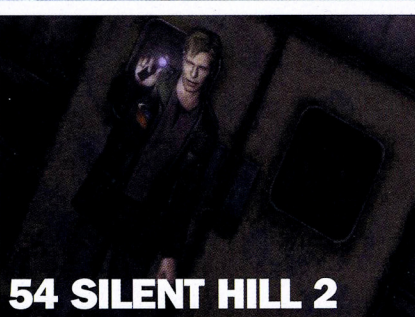
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PLAYSTATION wired



There's nothing wrong with *Tekken* or *Ridge Racer*, far from it, but it was *Wipeout* that enticed many formerly indecisive young gamers to seek fulfillment in Sony's eager grasp. Fighting men: seen it. Racing cars: done it. Silky smooth anti-gravity racing with fantasy tracks, break-neck speeds and soaring beats: yes please, Mr Shopkeeper sir. Finally, a little later than we would've liked (and were frankly promised) an all-new *Wipeout* has arrived to reach a similar goal for PlayStation2. Does it succeed? I'll let you see for yourself in our [ahem] World Exclusive Review on page 24!

And the goodness doesn't end there for us lucky gamers. Who would've thought that *The Simpsons Road Rage*, in the wake of *The Simpsons Wrestling* [spit!], would not be rubbish? Was it foretold in any prophecy that such everyday fare as an ice hockey game would skate into Play Classic territory under the cynical eye of software assassin Mark 'Sledgehammer' Crawley? And isn't it simply wondrous that ISS, long-term darling of the **PLAY** team, is back on top with *Pro Evolution Soccer* – the best football game ever made? Things are looking up and I've already got a stack of games roughly as tall as Charlotte Church on my desk vying for space next issue.

■ **Graeme Nicholson**
EDITOR

ON THE FRONTLINE

MEDAL OF HONOR FOR PS2 IS SHAPING UP, SHIPPING OUT SOON

The *Medal of Honor* games on PSone are (in our humble opinion) amongst the finest titles to have graced Sony's 32-bit console. Their blend of espionage, stealth and all-out blasting action, wrapped up in a deeply atmospheric WWII setting, proved to be exceptionally engrossing. Who can forget the 'ptang' noise as you blew the tin helmets off the unsuspecting sausage-munching Nazis, or gleefully popping a cap into an enemy's posterior as he desperately tried to crawl to safety? Suffice to say when a PS2 instalment of the series was announced various

members of the office got just a little bit excited and now, with the new game nearing completion, that excitement is reaching fever pitch. *Medal of Honor: Frontline*, as it is known, places you in the role of Lt Jimmy Patterson, who you may recall was the hero of the original title. As Patterson you'll be required to complete fifteen daring objective-based missions which, if successful, will halt the progress of the Nazi war machine. These include a covert mission on a speeding train, raiding a Nazi-held Dutch manor house and disabling the Nijmegen Bridge (as featured in *A Bridge Too Far*).

Essentially, the first-person action will remain similar to that of the previous games; consequently, some missions will require the use of stealth and cunning, whilst others will see you engaged in no-nonsense shootouts with the Hun. However, several new features will be included which will exploit the advanced capabilities of the PS2 technology. For example, on certain stages you'll be joined by a small squadron of allied troops, who'll help Patterson as he carries out his objectives (expect several *Saving Private Ryan*-style moments). These computer-controlled accomplices will not only provide

“MEDAL OF HONOR: FRONTLINE PROMISES TO BE ONE OF THE MUST-HAVE TITLES OF 2002”





The Future's Orange...

You know, even with the PSone screen and portable power, you can't take your favourite games with you everywhere. Even a Game Boy Advance is too big for casual location in the pocket, cue Orange and its wireless gaming division, bringing subscribers WAP and SMS games on their phones! There's already WAP Bowling and Grand Prix SMS, but the latest is *Dino Island* (played via WAP) which lets you care for and collect baby dinosaurs much like *Pokemon*. More sophisticated games are on the way, but if you're on the move and find yourself without a gameage, remember your trusty mobile.



covering fire, but will at points actually rush buildings and other enemy-held locations. Speaking of which, the game's environments are gorgeously detailed, with the wrecked villages and imposing fortresses you're exploring looking chillingly convincing thanks to the game's advanced 3D engine.

What's more, a whole host of new weaponry will be on offer including a Liberator Pistol, Panzerschreck and MG42 mounted machine gun. Of course, old favourites such as the Stick Grenades will

also be making an appearance – just make sure you don't get one thrown back in your direction. Disguises and fake IDs will also be at hand to help you confuse the impressively intelligent enemy forces. Indeed, the enemy AI has been greatly improved for this outing (no small boast considering the intelligence of the enemies in the previous games). Thus, both your own troops and those of the enemy will now perform all manner of random actions. Some may cower away when confronted with gunfire, whilst others will

happily wade in with no concern for their own safety. An especially nice touch is the way you can throw an enemy squadron into total disarray by taking out its Commander (brains and brawn, you see). The feeling of being in a genuine battle is palpable and the orchestral score (once again composed by Michael Giacchino) lends the action a suitably sterling feel. Due for release early next year, *Medal of Honor: Frontline* promises to be one of the-must have titles of 2002. Looks like publisher EA is onto a winner here.

PLAYSTATION INCOMING

GAMES HITTING THE SHELVES NOW...

GRAND THEFT AUTO 3

Well, what can we say. If you can stomach some of the slightly questionable material contained in the game then *Grand Theft Auto 3* is a title that you simply must own. Explore what feels like a living, breathing city either on foot or in a selection of vehicles (which can be hijacked at will). There's almost nothing you can't do and if you tire of the game's many missions, you can just travel round the streets causing unholy carnage and mayhem. The game of the year.

DEVIL MAY CRY

With this stunning PS2 title Capcom has effectively reinvented the survival horror genre for the new millennium. Playing at a far faster pace than, say, *Resident Evil*, the game places you in the role of Dante – a demon-slaying hero with a penchant for guns and swords. Put simply, *Devil May Cry* is one of the most gorgeous-looking and action-packed adventures to have appeared on the PS2 to date. The main game's a tad short-lived, but the special missions and hidden secrets will keep you coming back to this one.

THUNDERHAWK: OPERATION PHOENIX

By no means a classic, but an enjoyable mix of blasting and strategy which sees you in the cockpit of a state-of-the-art military helicopter. Over a series of increasingly tough missions you're required to carry out a variety of objectives including taking out enemy installations and providing cover for your own forces. *Thunderhawk: Operation Phoenix* may not be for everyone, but as one of the few examples of its genre on PS2 it's worth giving some consideration.



nozin'around

Rumours we can't substantiate, whispers of secret projects, general snooping... that's what this regular column is all about. We'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

SQUARE DEAL

The Sony Corporation has purchased an 18.6% (okay, lets call it 19%) stake in Square Co Ltd. It would therefore seem likely that the Japanese softco will be unlikely to produce any titles of significance for either Nintendo or Microsoft console hardware. This strongly suggests that if you want to play *Final Fantasy XI*, you're going to have to buy a PS2. We shall see.

DYING IN A BOX

The US launch of the Xbox has been put back until 15 November and Microsoft is supposedly having trouble manufacturing enough units of the machine for launch day. God knows why they're worried, because nobody in their right mind would want to buy the bloody thing. An anonymous source has hinted that work is already underway on the little-anticipated Xbox 2, which speculation suggests will be coloured white and shaped like an elephant.

LICENCE TO THRILL

Having acquired the highly sought after licence for TV's *The Testcard*, prolific publisher UIR intends to release *Testcard: Armageddon*. The game will involve staring at a motionless screen that features a girl and her clown-like doll playing noughts and crosses. Easy listening music will be included also. Wrestlers such as Big Eaz-E and Uzi MC may be involved in the project, but the firm's PR representative was unable to comment – due to the fact that the jumped-up little spider's mouth doesn't work properly.

WE GOT A BLEEDER

The toast of 'The Industry' this month was developer SGP and its sublime new stitch-'em-up, provisionally titled *Sin Knit*. The revolutionary new game places you in the role of a world-class knitting competitor, whose task it is to swan around being self important and bleeding on walls. White rappers such as Chari-E Big Thyme and Little Joe Showbiz are rumoured to be involved with the title. The firm's PR manager was unable to comment because he'd been 'beasted'.

AND FINALLY...

Despite what you may have read in the news section of *PLAY* issue 82 it is not, as was stated, 'Highnoon for Activision'. Furthermore, it has never been 'Highnoon for Activision' and it is unlikely to be 'Highnoon for Activision' in the foreseeable future. Rumour has it that the individual responsible for writing the headline 'Highnoon for Activision' has since had his/her face bitten off.

CAT BUCANNON'S ENTERTAINMENT USA



Regular monthly reports about happening events in the land of the free from **PLAY**'s American correspondent, **Cat Buccannon**...

THREE NINJAS

Fans of Activision's highly respected *Tenchu* games will be pleased to hear that development of a third title in the series, for the PS2, is already well underway. The game, which is provisionally titled *Tenchu 3*, will retain all the main elements that made the first two games such a pleasure to play including, of course, creeping up behind unsuspecting foes and slitting their throats. It's also known that the game will be set after the events of the original title. Expect more on this one soon.



REMOTE CONTROL

Sony Computer Entertainment America (or SCEA to its friends) has recently released a wireless DVD remote for the PS2 for the pocket-friendly price of \$19.99. The device allows users to perform various functions of which program play, slow motion, time display and chapter search are just a handful. Incidentally, the remote is also compatible with many of Sony's own dedicated DVD players, which will probably please couch potatoes who've lost their own remote to the dark recesses of the sofa.



GO GO... AWAY PLEASE

Remember the Power Rangers? Thought not. However, THQ, purveyors of much licensed software, obviously do, hence the firm has elected to release *Power Rangers: Time Force* – a product that can be termed a videogame in only the very loosest sense. Without going into details this must rank as one of the laziest, most turgid pieces of software ever inflicted on the games-buying public. Suffice to say, if you own a PSone give this one a miss.



RACE ON

Praise the Lord! It seems 3DO has finally got the message and realised nobody wants any more *Army Men* games. Sadly, the bit about no more *Might & Magic* titles must have gone unheard. Thus, the firm is planning to unleash *Dragon Rage* for PS2, an aerial-based adventure set in the universe of the aforementioned fantasy series. As the player you assume the role of Cael, who must rescue a race of enslaved dragons. Let's hope the gameplay is better than the plot.



DEFINITELY FINAL

Square's film and entertainment division could well face financial ruin following the abysmal US box office performance of the much anticipated *Final Fantasy: The Spirits Within*. The tepid movie, which was described by an anonymous source as 'a CG cash furnace', completely failed to strike a chord with the US movie-going public. Predictably, we're unlikely to see a sequel to the film. Looks like Hollywood's finest actors won't be out of jobs for a while after all.



TINY TREASURE

Following the underrated *Stretch Panic* (*Frearout* to you Limeys) celebrated codeshop Treasure is currently working on another title for the PS2. *Tiny Toons: ACME Invasions* is due to hit us stores sometime in the first quarter of 2002. The game will mix together elements from various genres, but the main emphasis will be placed on platform-based action. Don't let the cutesy licence put you off, as Treasure rarely releases games that are less than brilliant. Keep an eye on this one.



CRASH, BUT NOT THE BANDICOOT

DESTRUCTION RACING ACTION COMING TO PS2...

If you enjoyed the anarchic car-wrecking action of the *Destruction Derby* games then the forthcoming *Crash from Rage* should rev your engine. Headed for the PS2 early next year the game eschews the trend for fo-faced realism and delivers an over-the-top driving experience with the emphasis placed very much on fun. There's no messing about with overhead camshafts and other such nonsense here – instead you pick from a broad range of vehicles, including hot rods,

muscle cars and performance cars, then race them about in an attempt to cause your rivals' vehicles as much damage as possible. Visually, the game looks to be of an impressively high quality, with each of the cars being made up of over 10,000 polygons. The real-time damage effects look especially convincing, and the level of detail lavished on each of the tracks and stadiums is excellent. What with Arcade, Career and multiplayer modes this could be one to watch. Expect a review very soon.



FOOTBALL CRAZY

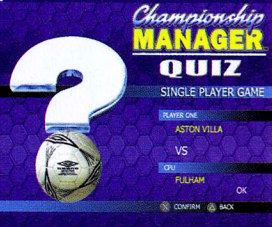
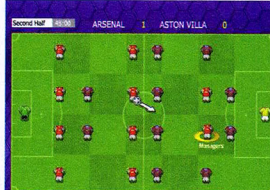
CHAMPIONSHIP MANAGER COMING TO PSONE THIS CHRISTMAS

Well not quite, unfortunately. You see, not content with releasing various versions of *Who Wants To Be A Millionaire?* Eidos is now planning to release a PSone quiz game based on the massively popular

Championship Manager PC games. With a databank of over 11,000 questions related to the beautiful game this should keep football fans with an encyclopaedic knowledge of the sport content for hours (with that said, so would watching paint dry). These questions will include domestic topics on English and Scottish teams, as well as international football. Exhibition mode will pit you against the computer, whilst 'Keepy Uppy' is an endurance test where you must answer as many questions correctly as you can. The

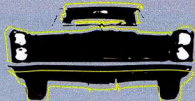
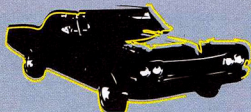
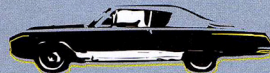
game even includes multiplayer modes such as the 'Pub Quiz' option that will allow everyone to join in the fun. *Championship Manager* Quiz will be hitting shelves shortly before Christmas. Watch for the review next issue.

[Below] Goals can be scored by answering football questions correctly. Who said all that stored away footy knowledge would never be useful, eh?





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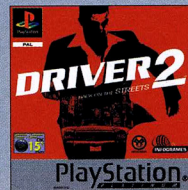
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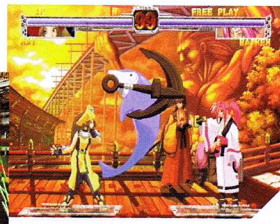
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X MARKS THE SPOT

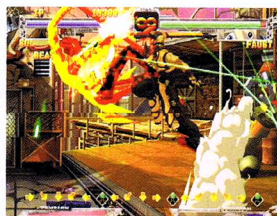
PLAYABLE CODE OF GUILTY GEAR X EMERGES

It's a funny old game. PS2 owners go for almost a year without a 2D beat-'em-up and then two appear almost at once. As you may (or may not) recall we looked at the stunning *Capcom Vs. SNK 2* in our last issue, but now it's got some competition in the shape of *Guilty Gear X*, due from Virgin before Christmas. This sequel to the ageing *Guilty Gear* on PSone first appeared on the Dreamcast earlier this year, where its high-res visuals and solid gameplay won it many fans. The PS2 version looks to be at least as good and even includes a couple of new characters. Speaking of which, the characters contained in the game (most of whom are

armed with weapons) are a truly bizarre bunch and include a young girl who wields a giant anchor, and an oddball who fights with a paper bag over his head. The preview code we've played looks visually gorgeous, with both the backgrounds and the fighters benefiting from being in high resolution. Gameplay is equally solid, with each combatant able to pull off all manner of screen-filling special attacks and combinations. It'll be interesting (no really) to see how *Guilty Gear X* fares against the aforementioned *Capcom* title. We'll keep you posted.



[Above] Looking for weird special moves? Well, this dolphin can actually be ordered to attack your enemies in the game. What next, dancing bears?



JAP'S EYE

Regular reports about happening events in the land of the rising sun from PLAYSTATION's Japanese correspondent, **Tetsuya Komuro**.

ONE IN THE EYE

Konami has announced that the Japanese conversion of innovative shooting game *Police 24/7* (*Police 911*) will be released on 15 November. On the same day a special motion-capture device called the Capture Eye will also go on sale. The peripheral works along the same lines as a Webcam and when placed on top of a TV set, will work in conjunction with a special sensing controller. This will no doubt emulate the ducking and diving gameplay of the coin-op version. Don't hold your breath for a UK release of the device though.



GAMECUBE POACHES 'RESI'

In a recent announcement *Capcom* said that it will be releasing a reworking of the original *Resident Evil* for Nintendo's newly released GameCube console. So what's the big deal? Well, in the same announcement the company also stated that it will be releasing conversions of *Resident Evil 2*, *Resident Evil 3* and *Code Veronica* for the system. The bad news is that *Resident Evil* has now been confirmed as a GameCube exclusive and, for the foreseeable future, will not be coming to the PS2. Cheers *Capcom*.



METAL GEAR SPECIAL

Konami has revealed that it will be releasing a limited edition version *Metal Gear Solid 2: Sons of Liberty*, which is set to hit stores in Japan on 29 November. In addition to the game itself the package will also include an extra DVD, book and even an action figure of Solid Snake himself. If you're an import fan then you'd better get your orders in now or face disappointment. Details of such a package appearing in the UK have yet to be announced.



PLAY RECOMMENDS

NOT SURE WHAT TO BUY THIS MONTH? THESE ARE THE GEMS THAT WE RECKON ARE WELL WORTH THE MONEY AT THE MOMENT...



Spy Hunter
Major addition, serious gameplay! **94%**



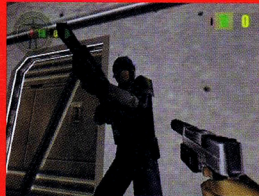
Power Diggerz
Truly unique Japanese dig-'em-up **92%**



ISS Pro Evolution 2
The best football game - ever! **97%**



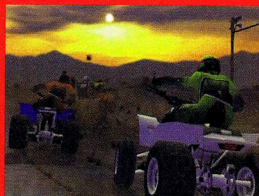
Time Crisis: Project Titan
Frantic lightgun blasting. Buy it! **90%**



Red Faction
The best FPS on PS2, bar none **94%**



Gran Turismo 3: A-spec
The definitive real racing simulator **91%**



ATV Offroad
Fast and bouncy quad racing! **88%**



Sky Odyssey
A superbly playable PS2 flight sim **91%**

PLAYBOYS

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Graeme Nicholson

Doctor seeks willing patients for unnecessary and intensive surgery. Must like dogs, long walks, films, music and Mr. Delusional home, lots of land, secluded. Own needles preferred. GSOH essential. Have camera. slence@paragon.co.uk



Will Johnston

Papa bear WDM norms bear for ritual libation this winter. Come share my warm den and we can vent off the long nights with nuts, berries and honey. Cuddle close and I'll give you my salami! Sony, non smoker essential. Call B4 spring! wil@paragon.co.uk



Mark Crowley

Mongrel dictator searching for 'new territory' to 'conquer'. Must enjoy beard grooming and hoards. Faux mighty club used in some scenarios. Surrender your feeble borders to my invasion! Gallon based in Leeds. markc@paragon.co.uk



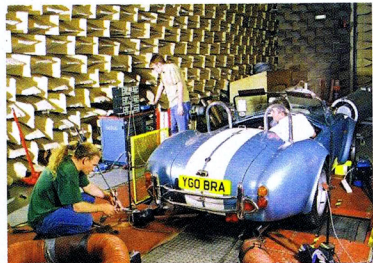
Simon Carr

Ricecrusts worn looking for accommodating apple to borrow through. You'll love my silky munchies and small size. Leaves need not be pruned. Can meet in town or unimproved vegetable patch. Own car, smoker, love Van Damme. scarrm@paragon.co.uk



Steven Gotobed

Unhappy life by desperately seeking new group of friends for modern talk. Peak weekends and brass rubbing. Quite attractive with slim, athletic dancer's build. Enjoy protein shakes and toaster ovens. steveg@paragon.co.uk



ONE MORE TOCA

CODEMASTERS' CELEBRATED RACING SERIES GETS THE NEXT-GEN TREATMENT

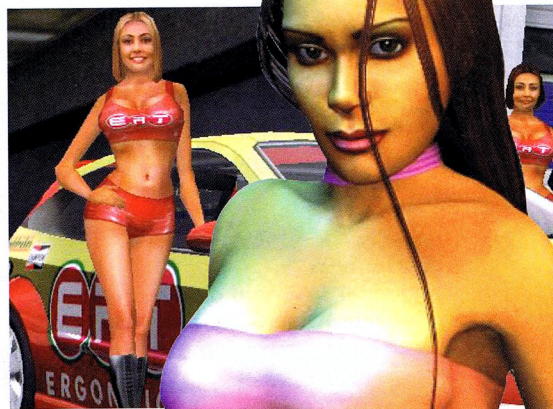
Whilst the *Gran Turismo* games may have taken most of the limelight, many driving game connoisseurs regarded Codemasters' excellent *TOCA* series as the best racers on PSone. The aforementioned fans will

no doubt be pleased to hear that a PS2 *TOCA* title is well into development and it's looking rather good. *TOCA Race Driver* will feature the same attention to detail that won its predecessors so much acclaim. However, in an unusual move, the game will feature a character-based narrative that centres on a young driver named Ryan McKane, who the player must take through the ranks by winning races. In addition to Ryan almost 20 other characters can be interacted with during the course of the game, including the pit crew, team managers and rival drivers. The 45-strong development team at Codemasters are hoping this will convince players that they're actually controlling a pro race driver as well as just the car.

Of course, all this storytelling would be academic if the actual race sections themselves weren't up to scratch. Fortunately, they look to be more comprehensive than ever before. A solid physics engine ensures that the cars (including models such as the Lotus Elise) all handle in a totally convincing manner. Add a silky smooth 60fps and realistic damage (something *Gran Turismo 3: A-Spec* was sorely missing) to the mix and you've got what could well turn out to be the definitive PS2 driving title on your hands. Rest assured, between now and the game's June 2002 release we'll be bringing you a lot more coverage on *TOCA Race Driver*. In the meantime, enjoy these sweet-looking screenshots.



This is Ryan, the game's central character and by all accounts, a real ladies man. Just check out that chiselled jaw.

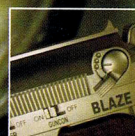




ScorpionTM II

optical light gun

with laser targeting



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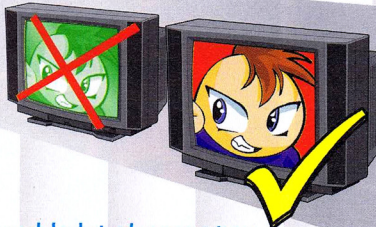
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CHEAP THRILL

SONY'S £199 PS2 SET TO BURY THE COMPETITION!

As the next-generation console war heats up Sony has delivered what must rank as a killer blow to rivals Nintendo and Microsoft. For those of you who haven't taken a wander into your local videogame stores recently it is our pleasure to inform you that a brand-spanking-new PS2 can now be picked up for the pocket-friendly sum of just £199. So for less than £200 you can own a machine that not only allows you to play the best software on the market, but also DVDs. In our book this represents rather splendid value for money (start writing those letters to Santa now).

In a 'peculiar' twist of fate the price slashing closely coincided with the Japanese launch of Nintendo's new GameCube console – which incidentally was met with a surprising display of apathy by our Eastern friends. Having played the three launch games for the N64's successor we can see why the Japanese games-buying public reacted as it did to the 'Cube'. Luigi's Mansion is about as much fun as chewing glass, Wave Race: Blue Storm looks like a second generation N64 game and Super Monkey Ball (the best of a truly tepid bunch) is coming out on PS2 anyway. With GameCube not pencilled in for a UK release

until March 2002 – at a price point of £199 (sans DVD playback, of course) and Xbox set to hit shelves at the extortionate price tag of £299 (sans DVD playback, of course) things are looking bleak at best for the competition. Indeed, it would appear that Sony has won the next-generation hardware battle before it has even begun. If you haven't already got the message, GO OUT AND BUY YOURSELF A PS2 – NOW!



All three of the GameCube launch titles left a bitter taste in the mouth of those who played them. Even the most ardent Nintendoophiles in the office couldn't defend what was described by most as 'a truly lacklustre batch of launch titles'.

WE'VE GOT FIVE (COUNT 'EM) MCLAREN FORCE FEEDBACK STEERING WHEELS TO GIVE AWAY – COME GET SOME!

If you flick to page 127 of this issue of **PLAY** you may well notice our review of Skream's fantastic McLaren-endorsed Force Feedback Steering Wheel peripheral. The device is compatible with both the PS2 and PSone and is in our humble opinions one of the finest wheels available on the market (it even comes with a handbrake attachment for goodness sake). Anyway, ED Games have kindly sent us five of these bad boys to give away and all you have to do to win one is answer this incredibly simple question...

Q. WHAT IS THE NAME OF THE POPULAR TV QUIZ SHOW THAT AT ONE POINT WAS HOSTED BY THE GORGEOUS NICKY CAMPBELL?

- A: WHEEL OF PAIN**
B: WHEEL OF THE CENTURY
C: WHEEL OF FORTUNE

EVEN BETTER THAN THE WHEEL THING COMPETITION

Play Magazine,
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 BH1 2JS

If you think you know the answer then just pop it down on some paper or a postcard and send it to the address below. If your name gets pulled out of the PLAY hat then you're a winner. Closing date for entries is 5 December 2001. Good luck.



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- | | | | |
|---|---|--|---|
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|---|---|--|---|



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SOMEBODY IS LISTENING

THE HOLY WORD REACHES VIRGIN

Here at **PLAY** we'd always believed that software publishers and developers never listen to a thing we tell them... what makes we are. Yes indeed, following our exclusive review of *Lotus Challenge* (**PLAY** issue 80) and the criticisms we levelled at the game, developer team Kuju went back to the drawing board to iron out many of the flaws we'd outlined (hence the delay of the game's release). We're happy to report that having looked at the new version we can indeed confirm that the game has notably improved in several key areas. Crucially, the controls and handling of the vehicles are now

much tighter, with each of the cars now responding far more accurately to your commands. In addition to this, the AI of your rival racers is better, meaning they respond more aggressively to your presence, which makes for more challenging races. Finally, the camera angles, which we pointed out were slightly awkward at times, have been modified to give a greater impression of speed. So there you have it, some of the companies out there are actually taking note of our criticisms. Let's hope that a few worse offenders might start paying attention to our reviews before they decide to release half-finished games onto the market.



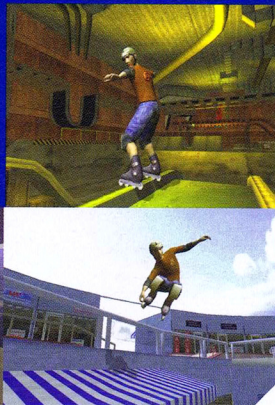
To think, if it hadn't been for **PLAY** *Lotus Challenge* would have hit the shelves as a product far inferior to the game it is now.

GET IN LINE

SKATEBOARDS, BMXS, STREET SCOOTERS AND NOW ROLLERBLADES!

Okay, so it's not the first time a videogame has featured rollerblades or street skating, but for the time being we're quite happy not to have to face yet another skateboarding title, so we'll count our blessings. Anyway, the annoyingly titled *SK8* from Rage software will feature a selection of world champion street skaters (whom we won't bother listing because only their mothers would know who they are) that can be selected and then pushed to the max (or some other stupid 'x-treme' term). Anyway, aside from the featured mode of transport this looks to be pretty much business as usual. Consequently, you'll be able to pull off a variety of tricks and stunts as you make your way around a series of urban environments including

warehouses, shopping malls and of course, skate parks. As if all this wasn't enough, a Level Editor mode will allow budding architects to design their own parks. Visually, the game is shaping up nicely, with some fluid character animation and impressively detailed locations. This could be one to watch when it arrives on the PS2 in December.



WE ARE THE CHAMPIONS

UEFA CHAMPIONS LEAGUE COMING TO PS2.

The number of football games appearing on PS2 seems to be swelling every week. However, there's nothing like a bit of competition to keep software companies on the ball, so to speak. Anyway, the forthcoming *UEFA Champions League Season 2001/2002* from Take 2 and developer Silicon Dreams promises to deliver every thing you'd expect

from a modern football game and then some. Players will be able to select from all 32 of the teams taking part in the event. What's more, the game will include official players, kits and even event sponsors – all of which should add to the authenticity of the title. Improved player AI, a new T-style camera system and gorgeous animation should also ensure this is no simple

kick around. Fans of the series will no doubt be pleased to hear that in this PS2 version the 'historical game' options will still be included, allowing you to take part in classic matches of the past. Due for release before Christmas we'll be reviewing *UEFA Champions League Season 2001/2002* next issue, when we'll tell you how it compares to big boys like ISS and FIFA.

The quality of the game's visuals easily competes with that of rival titles. Fingers crossed the gameplay will be up to scratch as well.



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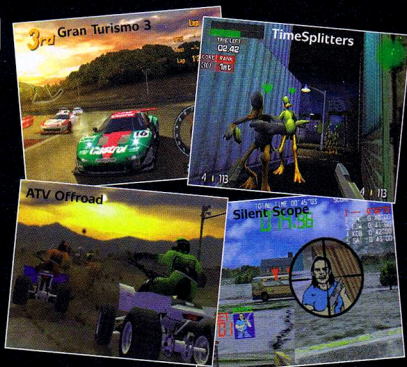
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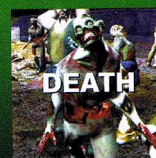
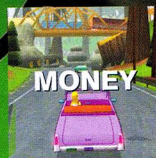
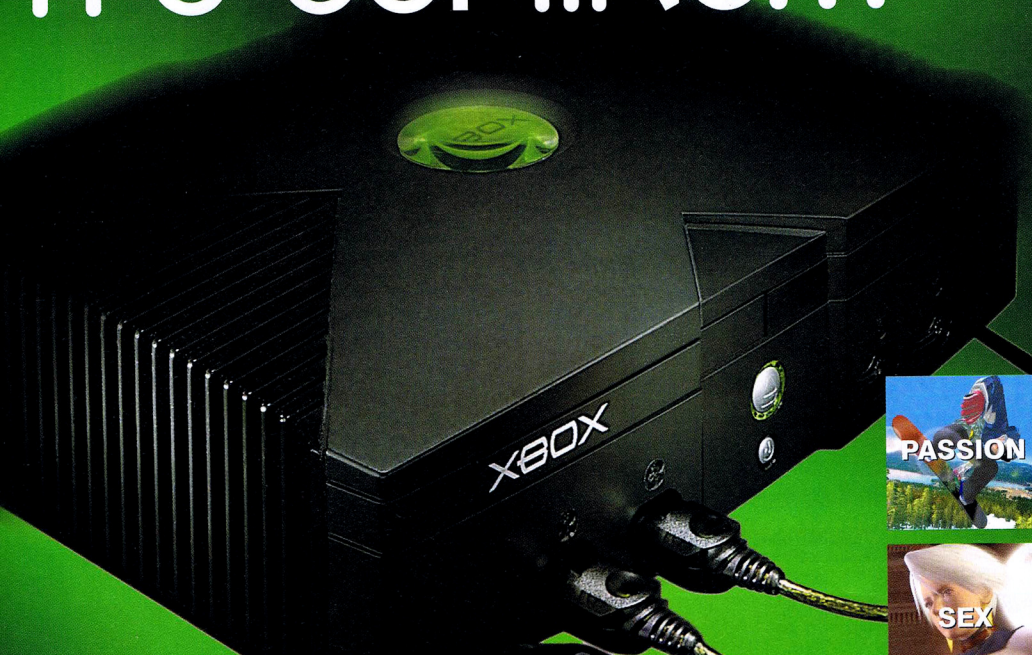
GAME On!

Save Money On Your Favourite PSone & PS2 Titles!

> The dear old PSone may be a wee bit short on games at the moment, but they're coming thick and fast to the PS2. So fast, in fact, that any self-respecting gamer will have a job keeping up – and finding the cash to fund their gaming habit. That's why **PLAY** has teamed up with our friends at Game to bring you a money-saving opportunity! See that lovely voucher? All you have to do is cut it out and present it to the bloke (or lay-dee) behind the counter when buying your game... it couldn't be easier!



IT'S COMING...



XBOX

ON SALE 15.11.01

RELEASE LISTS

RELEASE LISTS

PSONE MOST WANTED

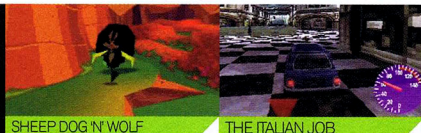
GUNFIGHTER

Unbelievably, some kind company has been working on a fun game for PSone that is of interest to people whose age isn't measured in months! The game is *Gunfighter* - it's a bit like *Time Crisis* in the Wild West age - and from our jolly time on an unfinished version we can report that it's splendid fun. Reach for the sky!



KNOWLEDGE IS POWER, YOU KNOW THAT DON'T YOU? SO GET READING THE LIST AND REVEL IN YOUR OWN MIGHT...

PSone



SHEEP DOG 'N' WOLF

THE ITALIAN JOB

NOVEMBER 2001	RELEASE DATE
ET PLANET EMERGENCIES	NOVEMBER 2001
PAMELA ANDERSON'S VIP	NOVEMBER 2001
HARRY POTTER AND THE PHILOSOPHER'S STONE	NOVEMBER 2001
SYPHON FILTER 3	NOVEMBER 2001
LARGO WINCH	NOVEMBER 2001
LUCKY LUKE 2001	02 NOVEMBER 2001
SCOOBY DOO AND THE CYBER CHASE	30 NOVEMBER 2001
SPONGEBOB SQUAREPANTS: SUPERSPONGE	30 NOVEMBER 2001
GUNFIGHTER	30 NOVEMBER 2001
MONSTERS INC	30 NOVEMBER 2001
ROCKET POWER: TEAM ROCKET RESCUE	30 NOVEMBER 2001

DECEMBER 2001	RELEASE DATE
WHO WANTS TO BE A MILLIONAIRE?	DECEMBER 2001
PROJECT JUSTICE	31 DECEMBER 2001



DIGIMON WORLD

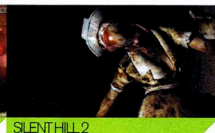
PS2



WIPEOUT FUSION



SILENT SCOPE 2



SILENT HILL 2



POLICE 24/7

OOPS!

The curse of...
release dates

Here's what's happened. You've pawed through the release list and seen that - yes! - *Armed Frogs: Final Assault* should be out today. In a blur of frantic activity involving a cup of coffee, a cash machine and a bus ride you've arrived at Games Emporium, breathing heavily, the money in your hand now sodden with sweat. *AFFA* is nowhere to be seen. Rage fills your being. You hate us, you hate Games Emporium. Someone dies. Don't let it happen. Take note: release dates slip. Everyone's sorry.

NOVEMBER 2001	RELEASE DATE
RUN LIKE HELL	NOVEMBER 2001
SHADOWMAN: 2SECOND COMING	NOVEMBER 2001
THE LOST	NOVEMBER 2001
PRISONER OF WAR	NOVEMBER 2001
007 IN... AGENT UNDER FIRE	NOVEMBER 2001
AIRBLADE	NOVEMBER 2001
CONFLICT ZONE	NOVEMBER 2001
CRASH BANDICOOT: WRATH OF CORTX	NOVEMBER 2001
DRAKAN	NOVEMBER 2001
FREQUENCY	NOVEMBER 2001



007 IN... AGENT UNDER FIRE

GALLION	NOVEMBER 2001
JONNY MOSELEY MAD TRIX	NOVEMBER 2001
MAXIMO: GHOSTS TO GLORY	NOVEMBER 2001
NASCAR 2002	NOVEMBER 2001
NFL BLITZ 2002	NOVEMBER 2001
NHL HITZ 2002	NOVEMBER 2001
RAINBOW SIX: ROGUE SPEAR	NOVEMBER 2001
RAYMAN M	NOVEMBER 2001
RUBU TRIBES	NOVEMBER 2001
SHAUN PALMER'S BOARDER X	NOVEMBER 2001
STAR TREK: ELITE FORCES	NOVEMBER 2001
THIS IS FOOTBALL 2002	NOVEMBER 2001
THUNDERBIRDS	NOVEMBER 2001
UEFA CHAMPIONS LEAGUE 2002	NOVEMBER 2001
WIPEOUT FUSION	NOVEMBER 2001
WWF SMACKDOWN! JUST BRING IT	NOVEMBER 2001
ZORRO	NOVEMBER 2001
TONY HAWK'S PRO SKATER 3	30 NOVEMBER 2001

DECEMBER 2001	RELEASE DATE
METAL GEAR SOLID 2: SONS OF LIBERTY	DECEMBER 2001
END GAME	DECEMBER 2001
RIDERS	DECEMBER 2001
ALIEN: COLONIAL MARINES	DECEMBER 2001
BROKEN SWORD: THE SLEEPING DRAGON	DECEMBER 2001
DEUS EX	DECEMBER 2001
GRANDIA 2	DECEMBER 2001
HYPE: THE TIME QUEST	DECEMBER 2001
JAK AND DAXTER: THE PRECUSOR LEGACY	DECEMBER 2001
LEGACY OF KAIN: BLOOD OMEN	DECEMBER 2001
MAELSTROM	DECEMBER 2001
MAX PAYNE	DECEMBER 2001
MEDAL OF HONOR: FRONTLINE	DECEMBER 2001
MONSTERS INC	DECEMBER 2001

RELEASE LISTS

PIRATES OF SKULL COVE	DECEMBER 2001
POLICE 911	DECEMBER 2001
SILENT SCOPE 2	DECEMBER 2001
SPIDER-MAN 2	DECEMBER 2001
STAR WARS: POD RACER REVENGE	DECEMBER 2001
TEST DRIVE 2001	DECEMBER 2001
TIMESPLITTERS 2	DECEMBER 2001
TOMB RAIDER: THE NEXT GENERATION	DECEMBER 2001
USHRA MONSTER JAM	DECEMBER 2001
GIANTS	22 DECEMBER 2001

JANUARY 2002	RELEASE DATE
BARBARIAN	JANUARY 2002
BASS STRIKE	JANUARY 2002
CASPER: SPIRIT DIMENSIONS	JANUARY 2002
DEFENDER	JANUARY 2002
ESPN NFL PRIMETIME 2002	JANUARY 2002
EXO	JANUARY 2002
FIREBLADE	JANUARY 2002
GUNSLINGER	JANUARY 2002
JURASSIC PARK SURVIVAL	JANUARY 2002
KINETICA	JANUARY 2002
PRIMAL	JANUARY 2002
PRYZM	JANUARY 2002
SOCOM	JANUARY 2002
SPYRO THE DRAGON 4	JANUARY 2002
STARSKY AND HUTCH	JANUARY 2002
STUNTMAN	JANUARY 2002
SUIKODEN 3	JANUARY 2002
SUPERMAN	JANUARY 2002
TEKKEN 4	JANUARY 2002
TETRIS WORLDS	JANUARY 2002
THE LOST	JANUARY 2002
THE MATRIX: RELOADED	JANUARY 2002
TITANIUM ANGELS	JANUARY 2002
TONKA MONSTER TRUCK	JANUARY 2002
TOUR DE FORCE	JANUARY 2002
TRANSWORLD SURF	JANUARY 2002
TUROK EVOLUTION	JANUARY 2002

FEBRUARY 2002	RELEASE DATE
SPIDER-MAN: THE MOVIE	FEBRUARY 2002

MARCH 2002	RELEASE DATE
AUSTIN POWERS	MARCH 2002
GHOST MASTER	MARCH 2002
GOOD COP BAD COP	MARCH 2002
LEGENDS OF WRESTLING	MARCH 2002
MISSION IMPOSSIBLE 2	MARCH 2002
NFL QUARTERBACKS CLUB 2002	MARCH 2002
THE THING	MARCH 2002
THE TERMINATOR	MARCH 2002

APRIL 2002	RELEASE DATE
GRAVITY GAMES: BIKE, STREET, VERT	APRIL 2002
RED CARD SOCCER	APRIL 2002



GRAND THEFT AUTO 3



JAK AND DAXTER



GUNFIGHTER



APE ESCAPE 2001



TWISTED METAL BLACK



MAELSTROM

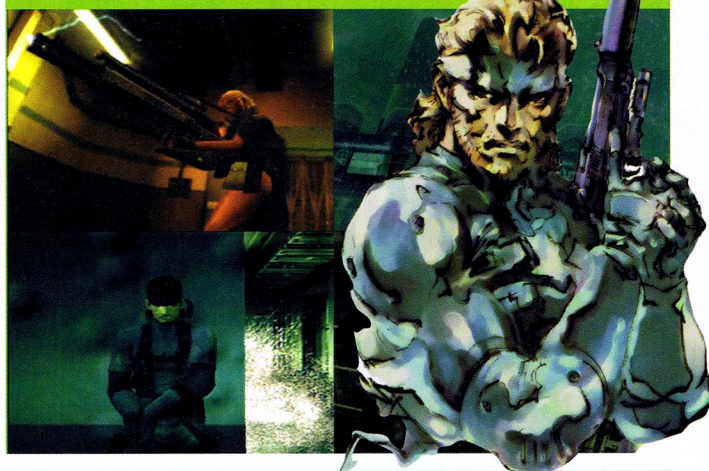


DROPSHIP

PS2 MOST WANTED

METAL GEAR SOLID 2

Good news following last month's frightening rumours of a delay. The biggest name on PlayStation2 is apparently on schedule, its release date of December in the UK unaffected by tales of scenes involving the World Trade Center having to removed from the game's finale. Kudos to Kojima and his team.

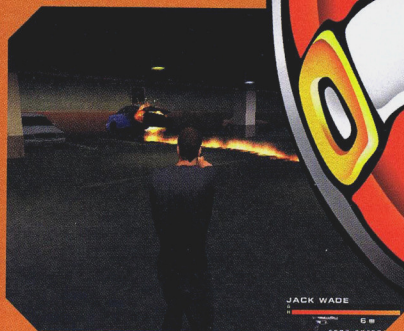


TO BE THIS GOOD TAKES SEGA

TWO OF SEGA'S VERY BEST DREAMCAST TITLES, COMING DIRECTLY TO THE PLAYSTATION2... WHO'D HAVE EVER THUNK IT?

It's the law of nature – there are just some things that don't mix. Oil and water, beautiful women and the PLAY team... the list goes on. The worst of them all, though, are the three big names in the games industry – Sony, Nintendo and SEGA. Being the competitors (and hardware developers) that they all are, each one sticks to its own platform and creates games for no-one else but itself. At least, it used to be like that... now that SEGA has dropped out of the race entirely and chosen to do what it does best – developing high-quality, incredibly playable games – the field has suddenly widened. It's all about the money baby, and in order to make money, SEGA has got to stop at nothing... including giving its very best titles to the people it once competed against. Ooh, bet that hurts just a tad...

In any case, it's the PlayStation2 owners who come off the victors here – not even the most hardened Sony zealot can say that SEGA's hand-crafted games aren't worth their weight in golden playability. As such, the news that soon we'll all be able to play some of the tastiest fruits of SEGA's labours is entirely good, especially when you see that the first two game to arrive are among the best yet...



HEADHUNTER

Being the top-notch games developer that it is, SEGA is as happy improving on a genre as it is coming up with new concepts. While Rez is very much something new (check out the Rez section for more details), *Headhunter* is most certainly something borrowed – if you can't see the resemblance between this and *Metal Gear Solid*, you've got your eyes sewn shut. Taking the best bits of Solid Snake's adventures, polishing them up until they're all shiny and then making additions to really get things going, SEGA (and developer Amuze, who originally brought the game to the Dreamcast) has managed the impossible by creating a game that is better than *Metal Gear Solid*. Yep, you read that right – better than MGS. It's not often you read something like that, and even less often that it's actually true.

Not surprisingly for a game of such epic proportions, the story that runs through *Headhunter* is all-important. As a former *Headhunter* – mercenaries-for-hire, used by the government's Anti-Crime Network to rid the streets of criminal activity – Jack Wade was the best in the business. Of course, we say 'was' because that isn't the case any more... ever since the head of the ACN (and Wade's boss) Christopher Stern was murdered and Wade was booted out of the *Headhunter* community, things haven't been going quite how they should. Cue the opening of the game – Wade wakes up to find himself strapped to a

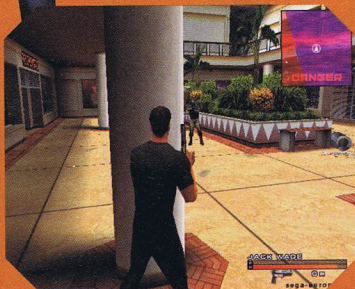
table in an underground lab with no idea of what's going on or even what his name is. Tough guy that he is, Wade escapes... but soon passes out in a gutter. Luckily, he's rescued and after a brief stint in hospital, he finds himself being hired by Angela Stern to discover just who was behind her father's murder. Was it somebody within the feared Syndicate, the biggest crime organisation in the city... or is there something even nastier going on behind the scenes at the ACN? Hmm.

So... think you might have an idea where the plot is going from this short-but-sweet rundown? Well, you're wrong – having played the game to death right through to the final battle at the end, we can assure you that things aren't quite so straightforward. The plot in *Headhunter* has so many twists, turns and deceptions in it that you'll have a job keeping up with who's on your side and who's not. This isn't to say that you'll find playing through *Headhunter* a chore though... in fact, it's quite the opposite. We haven't been drawn into a game like we were with the DC version of *Headhunter* for a long time now – the ever-changing story line not only keeps you hooked to find out what happens next, but also allows the game to change the playing style from time to time. It's not all about sneaking around, *Metal Gear Solid*-style, you know...

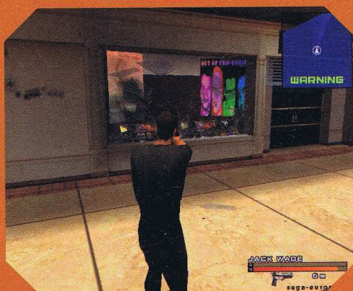


NOT JUST A PRETTY FACE

At certain points throughout the game, it becomes impossible for Jack Wade to do what he does best... namely, headhunting. Whether it's because he's been drugged, captured or otherwise detained, there's only one course of action for the game to take and that's to put you in control of someone else. That someone happens to be Angela Stern, daughter of the murdered ACN chief and the person responsible for bringing Jack onto the case in the first place. Don't worry if you're feeling bad about controlling a girl in such dangerous circumstances though... she's a tough lady and can handle a gun as well as the next pistol-toting woman. The task at hand is always to rescue Jack so he can get on with the job, but you'll need all your wits about you; it's not like saving him is going to be an easy job...

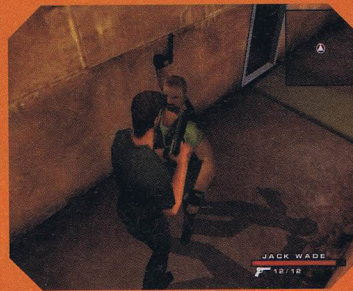


"THE PLOT IN HEADHUNTER HAS MANY TWISTS, TURNS AND DECEPTIONS"



EASY RIDER

Although you'll be spending a fair old chunk of your time hiding round corners from nasty bikers, terrorists or security guards, there is the problem of how to move between locations – being set in a rather large city, it's not as simple as just legging it around on foot. That's probably why towards the beginning of your adventure, you'll be lent a motorbike; a rather hefty beast of a vehicle that might be better off on a race track than the congested highways you'll be travelling on. Take control of the bike and the game changes to that of a racing-style game... although this isn't a race. Instead, you're rewarded on your driving ability – not crashing, taking corners at speed and speeding down the road without incident will earn you Skill Points and the more you earn, the more you'll be penalised for reckless driving... it's a trade-off between taking risks and showing caution. As something of a power-mad machine, the bike isn't an easy piece of equipment to control but once you get to grips with it, you'll be streaking round the streets like Eddie Kidd himself... before he fell off and nearly died, of course.



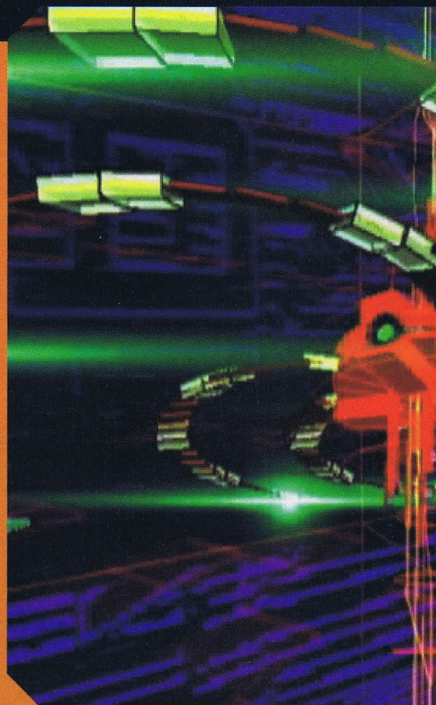
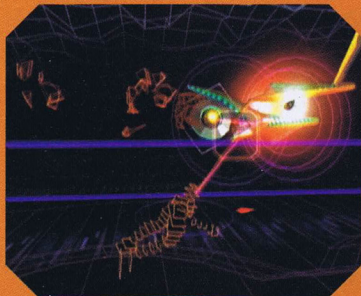
FEATURE REZ

In direct contrast to the familiar-yet-different territory trodden by *Headhunter*, *Rez* takes a rather dull and overworked concept – namely, the shoot-'em-up – and turns it into something that you won't understand until you play it. For the record, this isn't SEGA's first trip into the realm of the bizarre music game; it also brought us the delight known as *Samba De Amigo* featuring dancing monkeys and a pair of maracas. Still, at least when you looked at that you could see exactly what was required of you – lots of waving of arms and jumping around. The same can't be said about this one...

So, *Rez*... what the hell is going on? Well, if you've heard of a literary and artistic term known as

Synaesthesia... then good for you, you're obviously very clever (or just trying too hard). For the rest of us who don't know what it means, it's basically the heart of what *Rez* is trying to do; the dictionary definition refers to 'the sensation felt in a part of the body other than the part stimulated'. Still confused? Okay, put it like this – through a combination of visual and audio effects *Rez* sets out to stimulate your eyes and ears, send sensations to your brain and thus evoke emotion... that's as simple as we can get it. Sigh...

Right, forget all about the whole emotion-evoking thing... let's get down to basics and we'll explain a little more. At the very heart of *Rez* lies an old-fashioned shoot-'em-up – to be honest, it shares



JUST LIKE AN ONION

There are six stages to play through in *Rez*, although you'll only have access to four of them from the start. To unlock the other two, you need to concentrate on something else while playing... yep, that creates even more for your brain to be doing at once. Each stage has a total of 11 layers within it – to move between layers, you have to shoot data modules as they appear among the enemies. Doing so evolves the level around you (as well as the music playing) and adds ten per cent

to your Analysis rating. The higher your rating, the more chance you have of unlocking those extra stages, although you'll need a good rating across all the stages before it'll happen. You also have to look for the Evolution Nodes that pop up when you kill a large number of enemies at once; collecting these adds to a meter that, when filled, advances your character to the next stage of creation... it's all too much to take in at once!



"EACH STAGE HAS A TOTAL OF 11 LAYERS WITHIN IT – TO MOVE BETWEEN LAYERS, YOU HAVE TO SHOOT DATA MODULES AS THEY APPEAR AMONG THE ENEMIES"

AND STILL THEY COME...

THERE ARE EVEN MORE SEGA GAMES COMING TO THE PLAYSTATION2... OH YES INDEED, MISSUS.

18WHEELER AMPRO TRUCKER

That's a big 10-4, good buddy - any fans of CB Radio and fat blokes with lumberjack shirts on will be pleased to know that this truck racing game is on the way to our favourite Sony console.



ZOMBIE REVENGE

It's *Final Fight* for the zombie generation; this rather lacklustre arcade game combines the popular *House Of The Dead* franchise with... well, walking from left to right a lot and killing stuff.

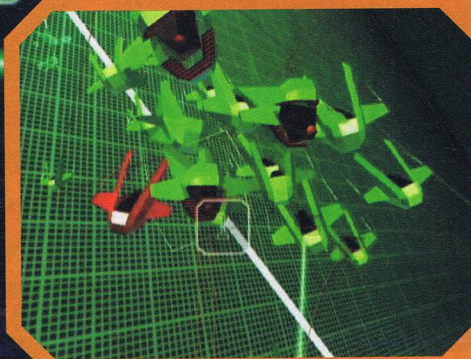
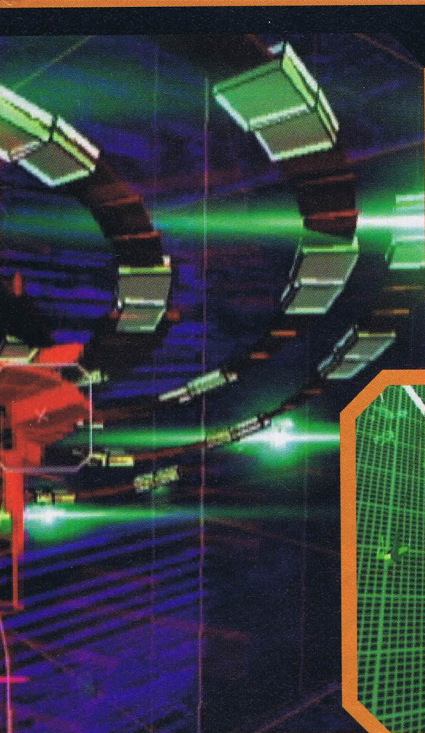
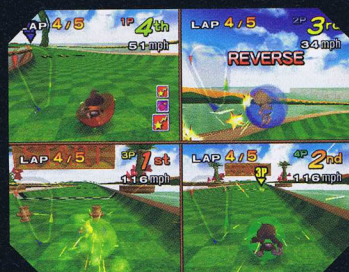


VIRTUA TENNIS 2

Coming to the Dreamcast soon under the title of *Tennis 2K2*, it's been heralded as one of the best tennis games of all time. Considering we know the people who said this, it must be true...

SUPER MONKEY BALL

A conversion of the arcade hit that's going to be released as a key launch title when the GameCube comes out next year. Face facts - anything with monkeys in it is great, hands down.

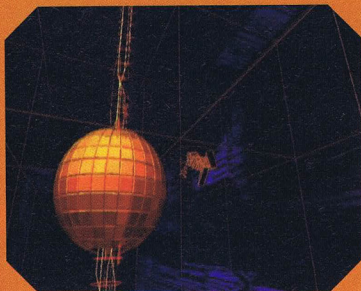


"THE GAMEPLAY WITHIN REZ IS A BIT MORE COMPLICATED THAN JUST POINTING AND SHOOTING"

quite a lot in common with that old classic from the MegaDrive, *Space Harrier*. You take control of a flying central figure, whizzing over the wireframe landscape taking out anything that moves with your weapons of destruction. It sounds simple, and on the surface it is. On top of that though, UGA has built up one hell of a story - although only minor details have leaked through so far (the folks at UGA are notoriously tight-lipped when it comes to talking about their games) we know enough to give you a quick rundown. Basically, it's all focused on one massive mother computer; despite being the most powerful machine on the planet, she's gone down with a rather nasty virus. It's up to you to hack into the mainframe and take control of your character in an effort to destroy the virus and save the day... so far, so good.

Taking it a step further though, the gameplay within *Rez* is a bit more complicated than just pointing and shooting - you need to concentrate on not only

what's going on around you, but also upon the beat running beneath the action. Yeah, that sounds stupid but it's the only way to explain how the music ties in with the action of the game; they're linked in a way never seen before in a videogame. Try to get your head around this... pressing the button to lock onto an enemy creates a sound (not a note - a sound). Actually targeting an enemy creates a different sound and then releasing the button to fire a shot at that enemy produces yet another sound. Imagine all this going on repeatedly thanks to the number of enemies on-screen - and the fact that you can target up to ten enemies at once - then combine that with the ongoing track pounding beats out as you play... this is how the whole Synaesthesia effect comes into play. Still don't understand? Well, don't worry - this really is one of those games that you have to play before you truly 'get it' and you'll soon get the chance when it comes out later this year.



[Above] Hey, a disco ball... now where's John Travolta?



[Above] As you can see, things get a tad hectic later on...

INTRO THE GAMES



WIPEOUT FUSION

THE RAVING RACER THAT SOLD A MILLION PLAYSTATIONS IS BACK... ON PLAYSTATION 2!

TURN TO PAGE 24



INTRO THE GAMES THE GAMES

THE ONLY **GUIDE TO PLAYSTATION GAMING** YOU'LL EVER NEED!



REVIEW SECTION

AS THE SHELVES SWELL WITH HOPEFUL NEW CONTENDERS TOWARDS CHRISTMAS, THAT 100% INDEPENDENT OPINION BECOMES MORE ESSENTIAL...

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guide to the grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores. The individual reviewer also suggests alternatives. Game elements are scored out of ten, and the game is given an overall rating out of 100%.



90-100

If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

84-89

We recommend these games as they are fun, lasting and value for money.

75-83

A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Well worth considering.

50-74

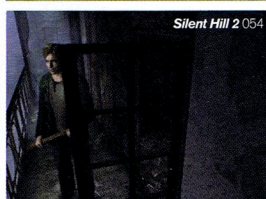
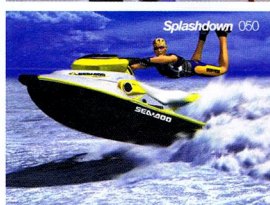
These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

35-49

Games that should be avoided by everyone except die-hard fans and masochists.

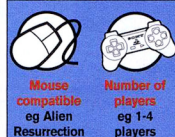
0-34

Complete tripe. We're warning you: these games are likely to induce severe depression!



PLAY+ ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game.



"COME 'ED DEN"



(ABOVE) Last lap, twelfth place and a game of catchup.

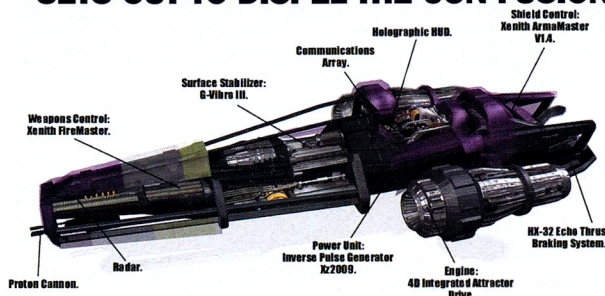
(RIGHT) Atmospheric, intense and totally worth your utmost respect – thank goodness.



"THE GAME'S FEEL IS OSTENSIBLY GENUINE"

WIPEOUT FUSION

WITH PS2 WIPEOUT UNFASHIONABLY LATE AND SHROUDED IN MYSTERY, PLAY SETS OUT TO DISPEL THE CON-FUSION...



IN THE ZONE

The new Zone mode is one of Team Liverpool's most enjoyable additions, placing players in a craft which speeds up automatically as lap after lap rolls by. If nothing else, this sub-game shows off the remarkable feel of the game. Even at the most intense speeds the handling remains pleasing and, as a result, when destruction comes you always feel it was your own fault – and, of course, that you'll do better next time...



Greeted by more cliché than any man should have to endure, **PLAY** stepped out of Liverpool's Lime Street station to hear a desperate cabby attempting to ease the tension between two of his co-workers. "Calm down, calm down!" The ensuing grin was impossible to stifle and, for safety's sake, immediately directed away from the brewing fracas... inadvertently towards a sight that we've only ever heard misogynistically described as 'a typical piece of Northern strumpet'. She did well, walking past the gooning face of videogames journalism with a wry smile and all the confidence of a woman to whom admiration is no stranger. Perhaps it's simply because gaming doesn't wreck your mind after all that no GTA3 flashback had us momentarily scanning the ground for a baseball bat; or maybe her instant dismissal had more to do with the fact that a prominent set of jabberbangers, whilst nice, simply can't compete with a prominent videogame – at least not when that game is *Wipeout Fusion*. Ahh yes... *Fusion*, that's what we'd come to see. There was no time to acclimatise ourselves to this post-permed world of loveable scallies; we left the welling shouts of "Come 'ed den!" and pressed on towards Fort Sony... >

WIPEOUT FUSION

PS2 Review

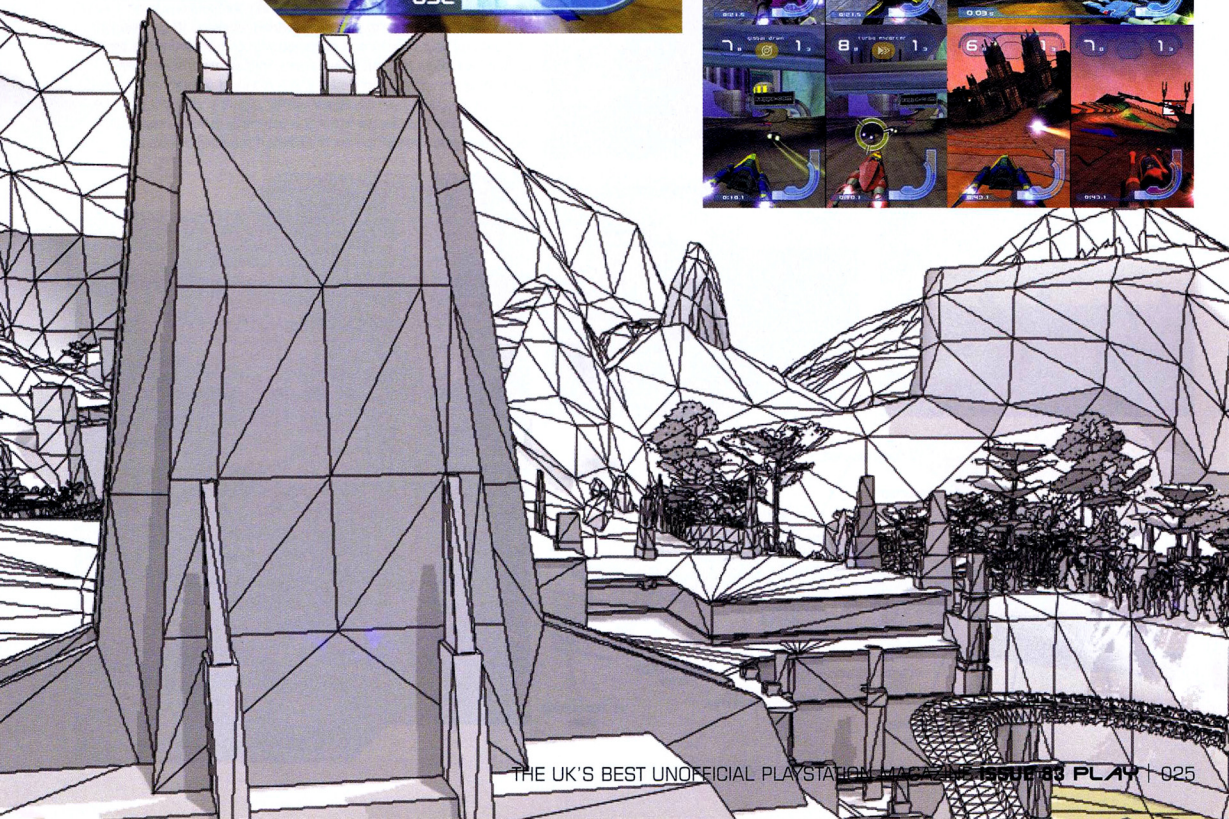


[Above] Intermittent causes anti-grav vehicles much less trouble than it would cars!



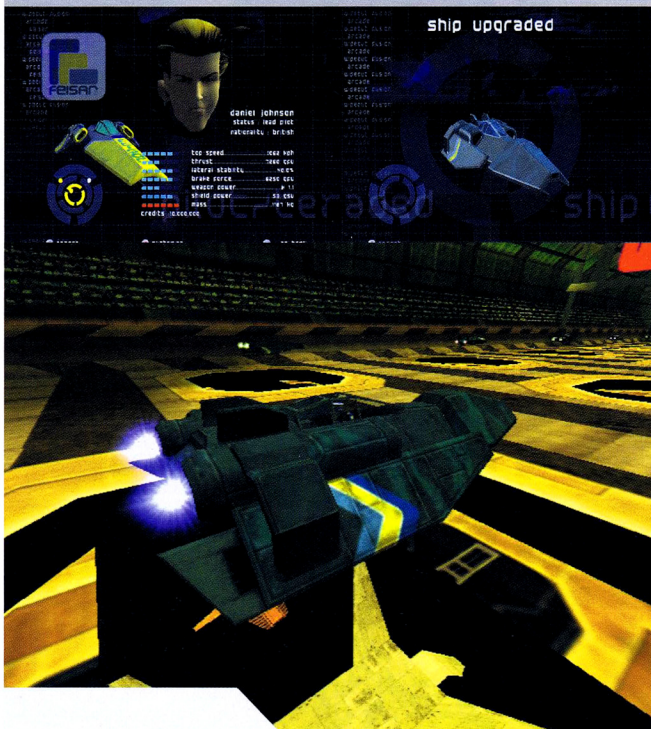
WANNA PLAY TWO?

No matter what is claimed of a console's power, it's always true that pushing the single-player experience to the limit is going to ensure that any multiplayer functionality suffers. The pay-off for retaining a smooth update for two players is a reduced field (of eight) to race through... although how welcome the catch-up system (which allows you to scupper your opponents chances of winning by coming to a halt) will turn out to be is open to question.



UNDERHAND OVERHAUL

Some of the ships on offer sure are tricky! The highly distinctive nature of each team's vehicles never develops into a terminal concern though, due to the fact that, unlike its predecessors, *Fusion* doesn't force players to adopt a more surly craft in order to progress. Instead, hard-earned credits can be used to upgrade your current, perhaps favoured, choice into the kind of souped-up cyber-hog necessary to dominate the field. Yes, it smacks of *Gran Turismo*, but it works well, allowing players to select the vehicle which broadly suits them most before tuning it to perfection.



Despite the four-star comfort which accompanies the activity, travelling a few hundred miles to a developer's own territory in order to review a game so heavily protected that mailing it out would be unthinkable is not ideal. **PLAY** was therefore relieved to find an entire room, replete with enough Sony gear to make Graeme jealous (and that's a lot) devoted to the procedure, along with sufficient time and freedom to explore *Fusion*'s depths and quiz those responsible. A good thing too as, upon booting up the fittingly erect PS2, we were immediately accosted with more modes of play (some thankfully secured until unlocked by an impressive performance) than any previous *WipeOut* has been able to proffer.

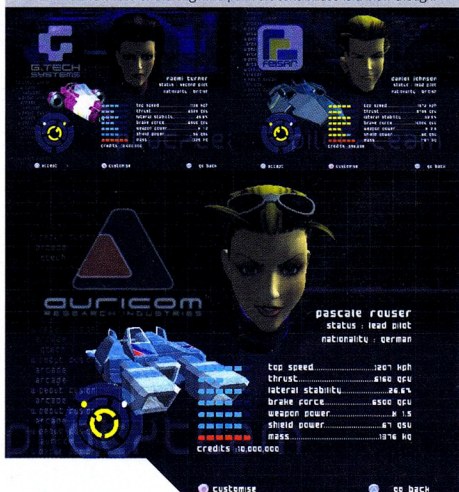
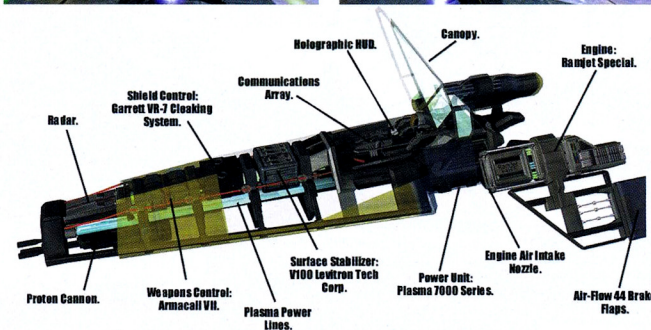
ANOTHER LEAGUE

Sitting central as the game's spine is League mode, progression through which allows access to the title's increasingly complex tracks and higher performance craft. There are ten competitions in all, topped by a custom league (allowing your favoured raceways to be linked in the order of your choice) and peppered with one-on-one races against determined pilots from opposing teams. Indeed, it's the increased number of competing companies which makes a paradox of *WipeOut*'s precious handling: Take the Feisar out for a race or five and you'll be left in no doubt that the game's feel is ostensibly genuine, superlative even; however, in order to accommodate a meaningful level of >

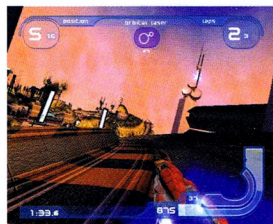
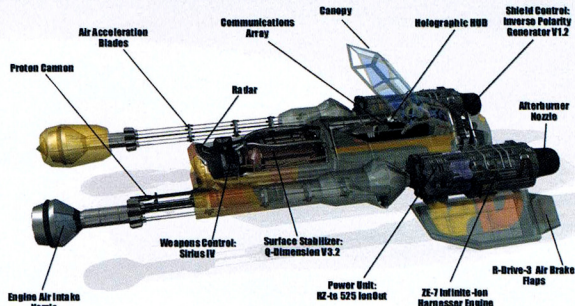


PILOT LIGHT

Building upon the first game's attitude to teams, pilots themselves now feature in the game and even affect performance. Earning the ability to select team leaders is far from easy, but their increased potential makes doing so worthwhile... the loss of the original's punk-art sensibilities is a blow though.



"FUSION'S DELIGHTS ARE TACTILE AND CONSTANT"



▷ individuality across a broader range of craft, it soon becomes apparent that each team's defining characteristic has been exaggerated to a hitherto untouched degree. The Van-Uber's shielding, for example, appears pitifully inadequate in comparison to its competitors' whilst the (overhauled AG Systems') G-Tech is, for want of a better term, a floating brick. This is a facet which, given the game's burgeoning field (16 racers now vie for supremacy) and renewed penchant for slim sections of track, sees increased demands placed upon both the player's skill and patience. Stray from the Feisar and Fusion's handling becomes at once both involving and disparaging in its depth – you know each craft can be mastered eventually, yet the road to such mastery is fraught with sickly sweet frustration.

LIVERPOOL BORN AND BRED

Those who find this more reminiscent of Wipeout 2097 than Wipeout 2007 do so with good reason – a sneaky peak into the development suite reveals several copies of the second game (both PC and PSX versions) floating about but no trace of the third. Understand that Team Liverpool was itself responsible for 2097 though, and the decision to reference and build upon its own work rather than the ace-yet-unpopular Wipeout 2007 (coded in Leeds) immediately takes root as the most appropriate and commercially viable approach. Loyal supporters of the series should, however, be aware of the regressive effects which this factor brings – sacrificing energy for a speed boost is, for example, no longer possible and the rather amenable Single Race grid has been ▷



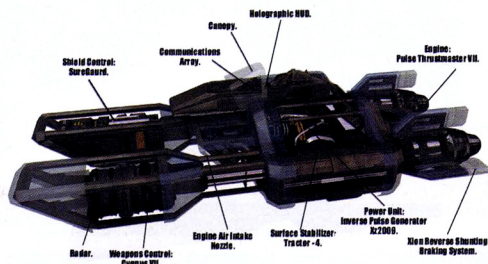
FUEL-DRIVEN DUEL

Challenges against competing teams' pilots are optional occurrences which occasionally crop up between leagues. You'll have to win in order to gain access to the particular team's craft though and, predictably, they give you one helluva run for your money. Show no mercy and, with a bit of luck, you might scrape through...



SHIFTY OR DRIFTY?

Through the development of *Fusion*, Team Liverpool has referred to its vehicles' new strafe-like, shifting manoeuvre, but the final design forsakes this false innovation in favour of standard air-brakes. Originally intended to make avoiding incoming missiles more feasible, shifting was soon dropped when it became clear just how much of that special *WipeOut* feel was being lost as a consequence – whether the device remains as an unlockable cheat remains to be seen...

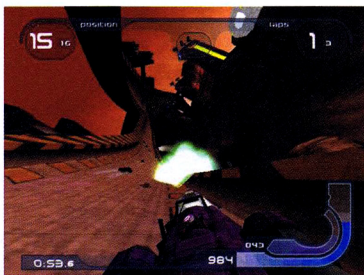


dropped as a means of progression in sole favour of that central league system.

Given that the chief consequence of this latter change is to place the onus for a smooth difficulty curve firmly on the developer's shoulders, it's a little disappointing to note that the game's opening courses (the ones on which a player's initial impressions rest, remember) have been ordered with inescapable ineptitude. Indeed, for would-be designers, *Fusion* stands as a most pertinent study in the importance of asymmetric track design thanks, exclusively, to its insistence upon reversing and reusing courses in whichever leagues immediately follow their initial appearance – a practice that would be fine but for the inclusion of symmetric features, which themselves sport palindromic approaches and exits.

Hence, in leagues *Chronos* and *Rhea*, Florian Height's loop-valley-curves arrangement plays almost identically backwards as it does forwards... except for the criminal fact that, when reversed, it is actually easier! The same is true of *Mandrashee*, making for a second league which, despite a surprisingly challenging *Alca Vexus*, plays as a disengagingly over-familiar breeze in comparison to what has gone before. It's not until the third league, *Oceanus*, that the rising complexities in course design allow for reversed tracks which stand out as truly distinct from their original forms. *Cubiss Float* marks the beginning of this pleasing trend – it really shouldn't take so long to surface.

If worries over repetition and difficulty-spikes are ephemeral then *Fusion*'s explosive weapons are cause for more enduring concerns. >



RIGHT ON TRACK

A screenshot from the video game Mario Kart: Double Dash!! showing a night race on a city street. The player is in a red kart, and the HUD shows 10 laps, 1st position, 0:10.5 time, and 653 coins.



WipEout's craft now suffer zonal damage, physically dropping to bits as you scrape round corners or bury your nose in someone's exhaust (pardon the expression). The effect of breaking specific parts of the ship upon handling is not as pronounced as expected however, and **PLAY** suspects that this

A screenshot from the video game 'Burnout: Revenge' showing a third-person perspective of a car racing through a city at night. The car is a dark-colored sedan, and its taillights are glowing. The background features a cityscape with various buildings, including a prominent tower with a Kappa logo. The sky is dark with some clouds. The game's HUD is visible, showing 'position 12', 'laps 3', a 'turbo' gauge, a timer '1:26.7', and a speedometer '88°4'.



Whereas splits in the road are nothing new for the series, *Fusion's* tracks feature much wider, open-form sections than have been the case before. Often littered with obstacles, these segments constitute the final piece of *WipeOut's* environmental arsenal, ensuring that pilots will have to display competence over a greater range of courses than ever.



PLAY+

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

90 PERCENT

THE ALTERNATIVE WIP3OUT, LIVERPOOL STYLE
ONE STEP BACK. TWO STEPS FORWARD.

ALTERNATIVELY:

Extreme-G 3 **87%**
G-Surfers **December**

SYPHON FILTER

WE HAVE NO KNOWLEDGE OF THAT PARTICULAR ACTION AND IF WE DID WE

DECEMBER 2001

PUBLISHER

Sony

DEVELOPER

SCEA

1-2 Players

90% Complete

Anticipation

★★★★★

softography

SCEA US

Syphon Filter 1

Syphon Filter 2



Writer Will Johnston Available 07 December 2001 Weblink www.scea.com

You wouldn't believe the number of letters we get from disgruntled and 'proud' PSone owners angered by our lack of PSone coverage. They want us to print more reviews for the little grey (or cream) fella. They think we are ignoring their 'beloved' machine. Well, just to get things straight once and for all, we are ignoring their six-year old machine. And it's pretty easy to do when you understand that the once-rich river of PSone games has all but dried up, the only evidence of its previous splendour being all too often the dead fish of kiddie games that still manage to stink up our office. However, all hope is not lost because the last in the *Syphon Filter* series is on its way, it's a PSone exclusive and it will be out here for Christmas. Yes indeed, all you head-in-the-sand, die-hard fans out there, Gabe Logan is back with more weapons, more characters to play or kill, more play modes, and all wrapped up in a game that is as far away from the current kiddie fodder as you could possibly hope for. Praise the Lord and pass the ammunition!

Logan is in trouble – he's been accused of perpetrating crimes he didn't commit, not least the assassination of a world leader. Yep, he's knee-deep in the brown stuff and is forced to undergo a cross-examination by the Senate committee. The net upshot of this new story twist is that players will now get to play the game and unfold the story from the point of view of our angular hero's recounted tales. And just for good measure (or just to keep the title accurate? Nah...) someone has got his or her hands on the Syphon Filter virus too.

ANGLED HEROES

Gabe Logan is the most recent in a long line of male heroes whose masculinity is amplified by the cunning use of what we like to call reduced facial geometrics. Other heroes to enjoy this chiselled look include Dick Tracey, Dick Spanner, Dick Dastardly, Dick Van Dyke and Batman out of those new Warner Bros animations. Tenuous boxout or in-depth discussion of geometry and the role of the modern man – you decide.



[Above] We don't want no teenage dream, we just want our M-16. Quickly now, you can't let the enemy cap the hostage – that's your job, damn it.

"THOSE OF YOU WHO ARE BATTLE-WEARY DUE TO THE ONSLAUGHT OF THE PLAYSTATION2 SHOULD STAY ALERT AND KEEP YOUR HEAD WIRED TIGHT"



[Above] Our hero offers up the patient's prescription in an easy-to-swallow form.

[Below] One-player missions allow you to play as a Debenhams make-up consultant.



3

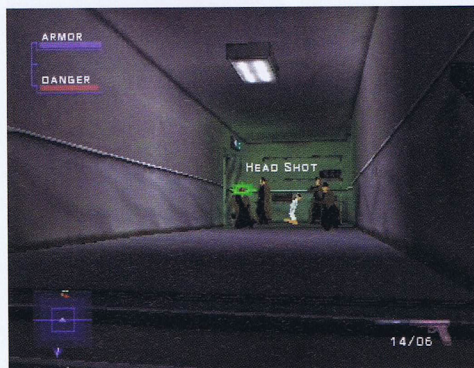
PREVIEW /// SYPHON FILTER 3

BAG LADY DISGUISE

/// We've tried to think of other games out there that will allow you to play as an elderly bag lady who totes an M-16 assault rifle. We've tried and unfortunately, we have failed. Thankfully, *Syphon Filter 3* allows you to play out all your vicious vagrant fantasies, and the future of Psonic gaming suddenly looks a great deal rosier.

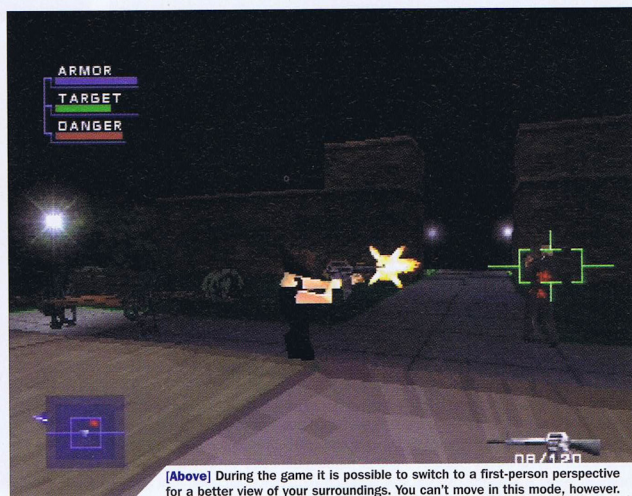
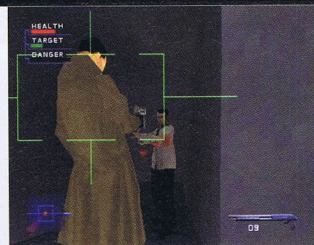
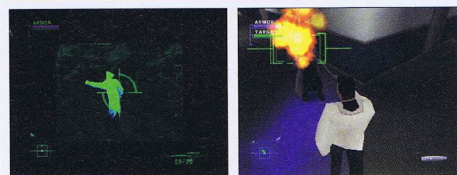
WOULD NOT BE IN A POSITION TO DISCUSS IT, SIR.

"LOGAN IS IN TROUBLE – HE'S BEEN ACCUSED OF PERPETRATING CRIMES HE DIDN'T COMMIT"

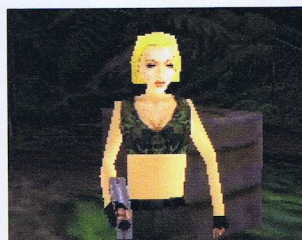


OBJECTS OF DESIRE

/// Guns, lots of guns. New to your arsenal are some top pieces of automatic weaponry. We've got an *Eraser*-style x-ray gun that can see and shoot through walls, more bomb-type things and more powerful shotguns. Yeah, yeah – whatever. We're just happy as clams that the Taser remains – a weapon with the ability to shoot wire into a foe, then zap them with enough electricity to set them on fire. Nice.

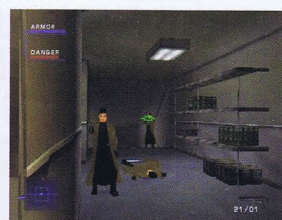
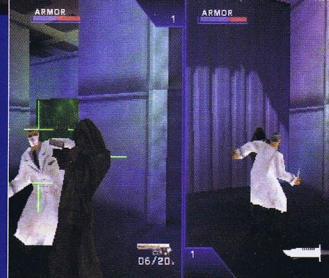
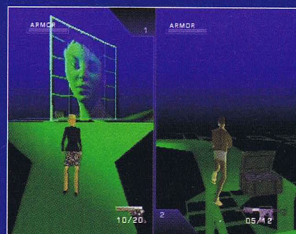
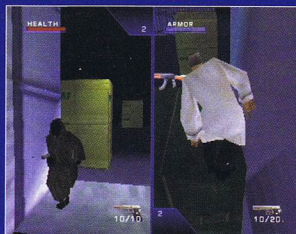


[Above] During the game it is possible to switch to a first-person perspective for a better view of your surroundings. You can't move in this mode, however.



MUTUALLY ASSURED DESTRUCTION

/// The two-player mode has been configured to provide some enticing killing grounds. Special positions have been allocated for ideal sniping and greater thought has gone into how different weapons work in different areas. That's all well and good, but more to the point, we've noticed that the character skins are just top. You can play as any of the game's characters including monks, surgeons and even corpses. Mmmm...



Now, these games have always made the most of their contorting story and the third instalment is no exception, so don't expect us to blow the whistle on the exact ins and outs just yet. We're more interested in the changes to the actual game, most notably the mini-games. These sub-sections allow you to play various elements encountered in the main story as one-off situations. You can play as any character across many level styles while performing your selected task. These miniature operations cover all-out assaults, stealthy assassinations, thefts and the chance to provide covering fire for an AI demolitions expert.

The game will have improved graphics and an enhanced two-player mode that features finely-tuned arenas and more explosive weapons, including the delicious-sounding explosive shotgun and proximity mines. It's also most probably going to be the last of the great PSone titles, so those of you who are battle weary due to the onslaught of the PlayStation2 should stay alert and keep your head wired tight at all times. Or you can just cross your legs until next issue when we review it in full.

S'OKAY, IT'S JUST A COLD

/// Well, it looks like you can't keep a good virus down, because the Syphon Filter is back. But what is it? Well, this tricky-to-shake biological weapon is nothing less than an amazingly effective bit of designer death that can be set to kill individuals thanks to the fact that it only affects those with a specific DNA code. It's certainly a lot less clumsy than a blaster. Shame that so many people died when it was tested out in the original game really.



"GABE LOGAN IS BACK... PRAISE THE LORD AND PASS THE AMMUNITION!"



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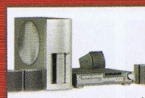
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THE SIMPSONS ROAD RAGE

GRAB A FRANCHISE, APPLY IT TO A PROVEN GAMING FORMULA, RAKE IN THE

NOVEMBER 2001

PUBLISHER
Electronic Arts
DEVELOPER
Radical
Entertainment
1-2 Players
70% Complete
Anticipation
★★★★☆

softography

Radical Entertainment

Canada

Jackie Chan Stuntmaster
MTV Sports: Snowboarding
Bloodlines
NHL Powerplay '98
Grid Runner



Writer Mark Crawley Available November 2001 Weblink www.radical.ca

I WANT A FARE FIGHT

/// Ignore Will's catatonic state [points at the now-zombified Games Ed who stares vacantly at the screen whilst dribbling over his joystick], he's still in a GTA3-induced comparative limbo hell which renders every game inadequate to its core – *Road Rage's* multiplayer mode is actually pretty cool and already functioning surprisingly well, with a pleasing frame rate supporting the action. The idea, as you might expect, is to out-fare your opponent, either by picking up a particular customer first or pulling off a sneaky sideswipe steal en route. With the mad scramble ensuring that fares usually change hands several times before each destination is reached, familiarity with the map is the best bet for success. Oh, and giving the other player a dodgy pad always helps...



I have to be honest – my heart sank to such a level upon seeing *Simpsons Road Rage* that I was compelled to grab the last remaining editor of a Dreamcast magazine (a rare beast – if only we'd found him a mate...) and lament the utter lack of originality which apparently lit up the office widescreen. Ahhhh... sometimes it sure is great to be wrong!

Indeed, snaffle a few doughnuts (just to get in character, obviously), pick up the pad and it soon becomes obvious that some serious thought has gone into taking SEGA's initial premise and (a-ha-ha) driving it forward to new heights. Good as *Crazy Taxi* was, it did have a noticeable problem sustaining interest over extended periods of time and in an attempt to (a-ho-ho) kerb players' apathy, *Road Rage* takes full advantage of its associated franchise by providing a wealth of unlockable content.

There are immediate problems, of course. The rush to get every main character behind the wheel of a vehicle presents us not only with Bart in a kart, but Lisa in a car also – and although seeing the jaundiced wonder-girl mow down unfortunate bystanders isn't quite as disturbing as witnessing her brutalise Marge (à la *Simpsons Wrestling*), it's still pretty darn weird... but in an enjoyable way.

Of course, returning to the *Die Hard Trilogy* sensibilities which political correctness so sadly denied *Driver 2* can only add



D RAGE

CASH. IT'S ALL THE RAGE...

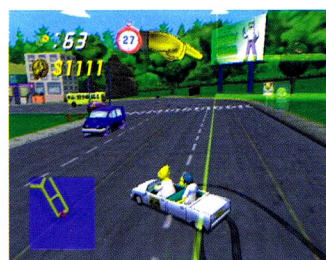
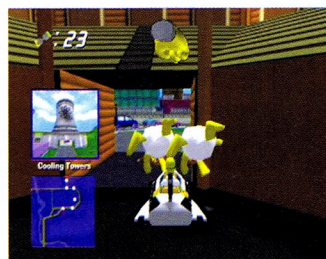


"IT IS OBVIOUS THAT SOME SERIOUS THOUGHT HAS GONE INTO THE GAME"

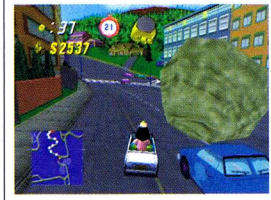


(NOT SO) FREE WILLIE

/// Road Rage's bonnet-bouncing violence has been integrated with striking humour. Drive over enough people and you'll occasionally notice a plucky pedestrian hanging onto the back of your car for dear life as they are dragged around Springfield, legs and free arm flailing wildly. If it weren't a cartoon it would be sick; as it is, you'll be chuckling merrily as the game weaves its spell.



/// Evidencing the fact that interactivity is slowly advancing, **PLAY** was surprised to find that Springfield's boulders adhere to the laws of physics and – joy! – can be merrily rolled into the path of busy traffic, causing untold mayhem. The exact benefits of such actions have yet to surface but, hey, do you really need an excuse... just look at that pile-up! Our work here is done...



ANIMATED ANTICS

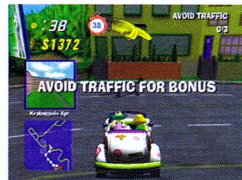
Road Rage's Mission mode is intelligently structured, insisting that tasks are completed sequentially until repeated failure invokes the option to skip any particularly troublesome trial. **PLAY** had a quick shuft through the opening errands to find that, unsurprisingly, most centred around either delivering a passenger or destroying a certain amount of scenery under a tight time-limit. Hopefully the review code will deliver more diverse, Crazy Box-beating scenarios, but the mode makes a welcome alternative to working the town (if you'll pardon the expression) regardless.



[Right] Context sensitive dialogue means the phrases change each time two different characters meet. Hey Moe!

D'OH, THAT BURNS!

/// The plot, for what it's worth, revolves around Mr Burns having bought the local transport company, only to hike up the prices to unreasonable levels whilst chuckling and rubbing his hands together. The spirit of free enterprise being what it is, Springfield's residents take to their cars in order to earn enough cash to buy the Transit Corporation back. But, er, what if ol' Burnsey doesn't want to sell it? [Hey, don't spoil it for the kids! - Ed.]



"THIS TITLE EXUDES POTENTIAL"



so much to proceedings; there is, after all, no substitute for raw gameplay. Fortunately, *Road Rage* is already looking very promising in this respect – the code on view certainly struggled, but no more than is to be expected from work-in-progress, and the handling displayed by each car is already sufficiently refined to reassure that Radical Entertainment has its developmental priorities sorted.

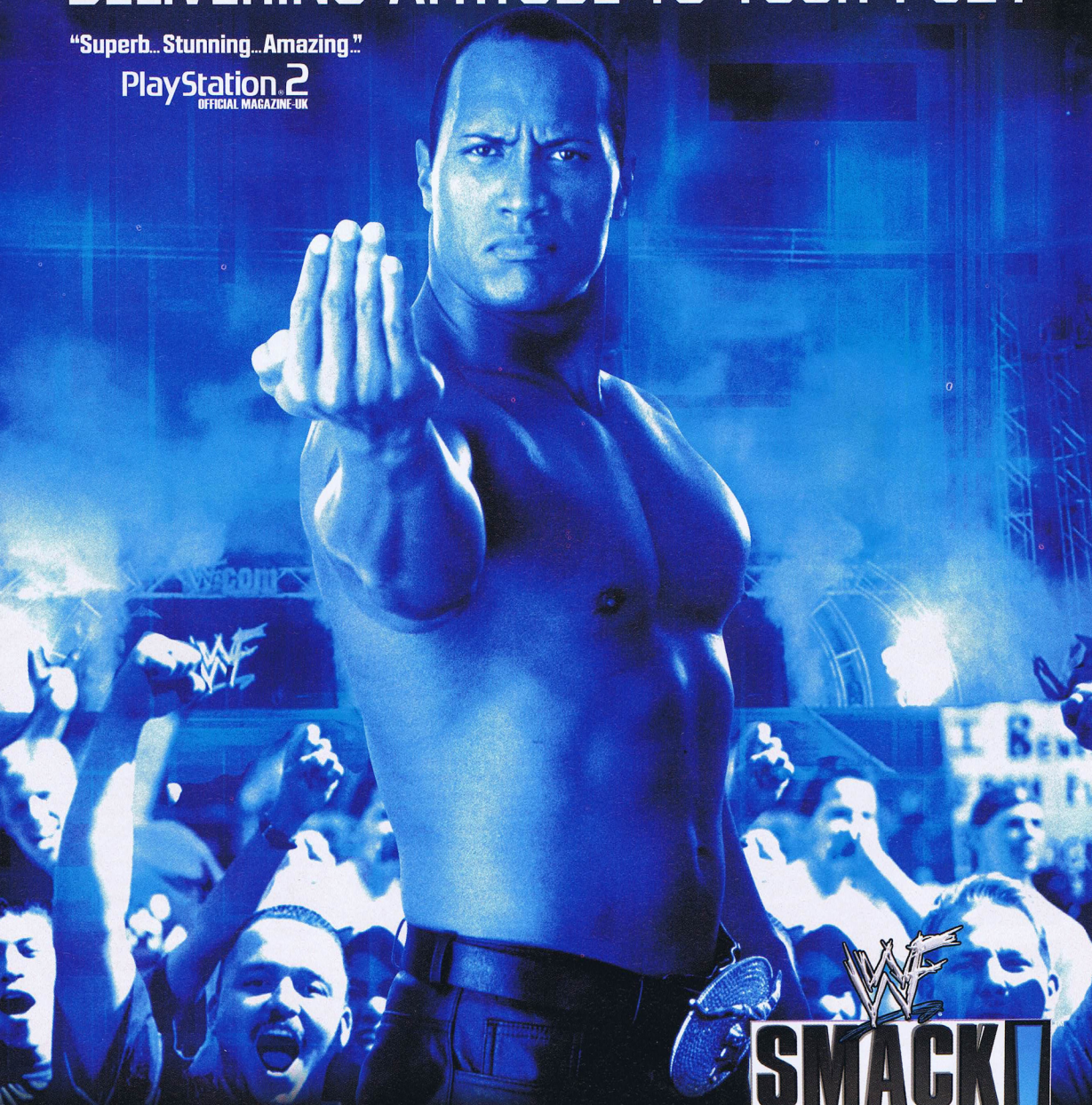
Indicating the developer's intention to weave this encouraging core into a progressive final product is *Road Rage*'s layered approach to objectives. Pick up a fare and it's likely you'll be told not only where to go but will be given a bonus-yielding condition of travel as well. Whereas *Crazy Taxi*'s 'Slide', 'Through' and 'Jump' score-modifiers were set in stone, *Road Rage*'s constantly change and it's this dynamic which accounts for much of the panic-based play's renewed appeal. One moment you can be desperately trying to avoid contact with every single vehicle as you rush to your destination, the next actively causing mayhem and destruction in the name of accruing more points. In truth the system only offers limited variety, but the active interest which the game appears to take in exactly what the player is doing works as a wonderfully engaging device, ensuring one remains focused and involved rather than slipping into autopilot.

With such a pleasing time emerging it's imperative that EA doesn't slip into autopilot either, and actually affords *Road Rage* the time to gestate fully. The title exudes potential and, with the requisite spit and polish, could be the tonic for a market that is ever more wary of licensed talent.

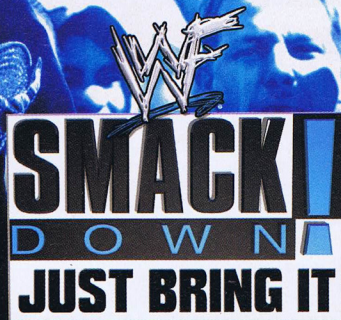
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PlayStation 2
OFFICIAL MAGAZINE-UK



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JAK AND DAXTER: THE PRECURSOR LEGACY

A CERTAIN MR BANDICOOT HAS GOT SOME SERIOUS COMPETITION IN NAUGHTY

DECEMBER 2001

PUBLISHER
Sony
DEVELOPER
Naughty Dog
1 Player
85% Complete
Anticipation
★★★★

■ **softography**

Naughty Dog US

Crash Bandicoot
Crash Bandicoot 2: Cortex Strikes Back
Crash Bandicoot: Warped
Crash Team Racing



Writer Simon Cann Available 01 December 2001 WebLink www.naughtydog.com

When the developer of the celebrated Crash Bandicoot series announces that it is working on a new title for PS2, you sit up and take notice. Indeed, following this year's E3 show we flew back from LA (economy class, of course) proclaiming this to be one of the most impressive games on display at the event. Having now received near-finished code of Jak and Daxter: The Precursor Legend, we can confirm that it looks set to be one of the finest pieces of software to grace Sony's 128-bit console this year. Imagine, if you will, a hybrid of the aforementioned Crash

Bandicoot titles and classic N64 platformers such as Banjo Kazooie and Donkey Kong 64. Now wrap all that lovely gameplay up in some truly breathtaking visuals and you're getting pretty close to what Jak and Daxter is all about.

The game's plot centres (as you might expect) on the exploits of the eponymous duo. Against the advice of their village elders, the pair have gone off to explore a mysterious neighbouring island. Whilst exploring the isle Daxter falls into a pool of dark eco (a cursed sludgy-type substance) and is transformed into a peculiar weasel-like being. Consequently, the pair set forth on a quest to seek the legendary sage known as Gol Acheton, who can return the unfortunate Daxter back to his former self. What ensues is





DOG'S LATEST PLATFORMING MASTERPIECE...

DAY FOR NIGHT

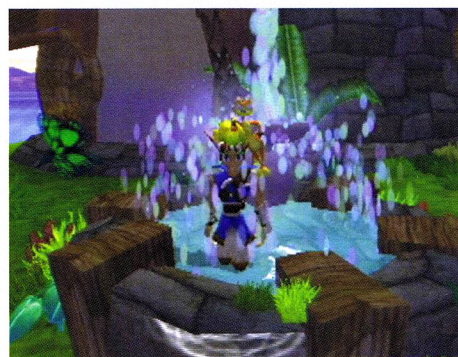
/// Adding to the feeling of being in a living, breathing environment is the fact that the game cycles from day to night. So, whilst you start out in blazing sunshine you'll soon witness the sun setting and eventual night falling. As with the rest of the game's visuals the transition is beautifully handled, with some truly gorgeous lighting effects proving to be an excellent showcase for the technical capabilities of the PS2.



[Left] The boys make a colourful pair. Don't be afraid – they're quite harmless...

THE SCENIC ROUTE

/// As you venture around the world of Jak and Daxter it's difficult not to find yourself distracted by the game's fantastically imaginative environments. Ranging from dense jungles to sun-soaked strips of coastline, the locations are never short of breathtaking. Indeed, this is one of the most visually accomplished PS2 titles we've seen to date. If you don't believe us, just take a look at the screens on these pages. Do it now.



"THE INCLUSION OF VARIOUS MINI-GAMES AND SUB-QUESTS PREVENTS THINGS FROM GROWING TIRESOME"



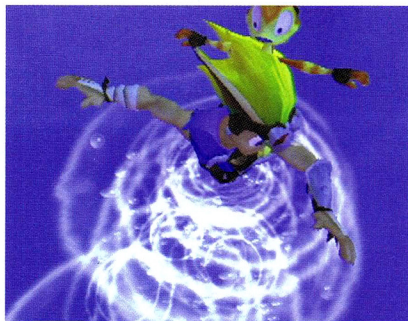
[Above] Want to gawp at something close-up? The game includes a first-person view for just this purpose, although you can't move around while using it.

MASSIVE ATTACK

/// As well as dealing with the game's standard enemies (who include large snakes, walking pigs and homicidal crustaceans) you'll also have to deal with larger bosses. In order to defeat these guardians you'll need to work out their attack patterns and formulate a strategy to dispense with them. Brains and brawn, you see.



"THIS LOOKS SET TO BE ONE OF THE FINEST PIECES OF SOFTWARE TO GRACE SONY'S 128-BIT CONSOLE THIS YEAR"



a journey that takes the pair across a series of gorgeously detailed 3D environments, including dense jungles, ancient ruins and myriad coastal villages.

Essentially this is a platform game (very much in the vein of the previous *Crash* platform titles) so expect to smash a few crates, collect some orb-like items and bash a selection of odd-looking creatures as you go about your business. Fortunately, Jak is a fairly versatile chap and can perform double jumps, rolls, spinning kicks and diving attacks, all of which make your job that little bit easier. Whilst the core element of the gameplay revolves around the usual collection of items scattered around the landscape (then taking them to a place or person for a reward) the inclusion of various mini-games and sub-quests prevents things from growing tiresome. For example, the game's hub-and-spoke type structure sees you embarking on a plethora of different submissions, including rounding up a herd of escaped cattle and catching fish with a tiny net.

Admittedly, there's nothing especially groundbreaking on offer here, but the whole thing is carried off with such style you can't help but be drawn into the proceedings. The controls are well-implemented (the analogue sticks control both movement and camera direction) and the visual quality of the game (each location is massive, free-roaming and gorgeously detailed) is easily up there with the best PS2 titles on the market. To date the PS2 has been without a real quality platforming title; hopefully this state of affairs will change when *Jak and Daxter* arrives in stores in November. Watch out for our full review of this potential blinder next issue.

DOUBLE ACT

/// Although you only control the straight-laced Jak (who bears an uncanny resemblance to Cloud from *FFVII*) you're also accompanied by his wacky sidekick Daxter, who has been transformed into an odd weasel-like creature. It is Daxter who provides the game's comedy moments and is frequently the butt of some slightly cruel jibes.



[Above] By walking through these power-up points, Jak's abilities are boosted for a temporary period.

ON A MISSION

/// On your journeys you'll encounter all kinds of bizarre individuals, each of whom usually have some kind of mission they want you to carry out. These include catching a certain weight of fish, rescuing a strange blue egg and chasing away a flock of seagulls (not the popular Eighties beat combo). By helping these kind folk, you'll be rewarded with useful items and information to aid you on your quest.



"AN ENJOYABLE SPECTACLE AND VASTLY SUPERIOR TO ITS HOLLYWOOD COUNTERPART."

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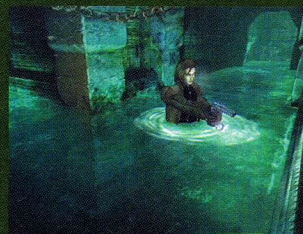
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YOU DON'T HAVE TO BE ALONE

Though the title may suggest otherwise, you'll be anything but alone during the adventure that lies ahead of you. Lurking in the dark recesses of many of the game's areas are some truly bizarre creatures of the night. Initially, you'll encounter nothing more than a few rabid dogs, but further into the game you'll soon find yourself pitted against shuffling zombies and a selection of grotesque bosses.



ALONE IN THE DARK: THE NEW NIGHTMARE

IN A NUTSHELL: RESIDENT EVIL, BUT WITH A TORCH

The granddaddy of survival horror returns, but can it still cause a scare in the new millennium?

It's well documented that Infogrames effectively created what would become the 'survival horror' genre with its seminal 1992 release *Alone in the Dark*. The question is, can the French publisher reclaim the genre that it helped create?

The answer, put simply, is no. That's not to say *The New Nightmare* is a bad game, it just contains a catalogue of flaws that, when combined, prevent the title from reaching the giddy heights reached by, say, the recent *Devil May Cry*.

SHADOW LAND

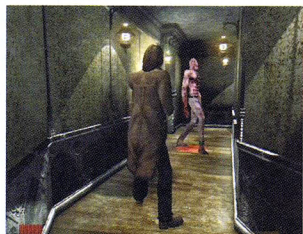
The plot is fairly bog standard stuff and sees private detective Edward Carnby and university professor Aline Cedrac travelling to the ominous-sounding Shadow Island. The former is investigating the death of his friend, whilst the latter is searching for some mysterious tablets thought to be on the island. Following a plane crash en-route, the pair find themselves separated and arrange to reunite in the eerie mansion of the enigmatic Professor Obed Morton, cue the beginning of a fairly formulaic survival horror adventure.

Choosing to play as either Edward (action orientated) or Aline (puzzle orientated) you must explore both the island and Obed's mansion, as you attempt to unravel the dark secret of this shadowy isle. So what's the problem? Well, by far the most disappointing thing about the PS2 version is its incredible

similarity to its four-month-old PSone counterpart. Aside from the higher resolution visuals there is absolutely nothing to distinguish this from the fairly mediocre 32-bit incarnation of the game.

DÉJÀ VU

Consequently, you can expect to see the same pre-rendered backdrops (unforgivable in the light of *Devil May Cry*), the same slightly obscure puzzles and the same uninspiring monsters (most of which resemble peculiar insect-like beings). Yes indeed, this is survival horror very much by the book, so whilst the two separate quests are reasonably diverting there's precious little on offer here that you won't have seen done before – and better.



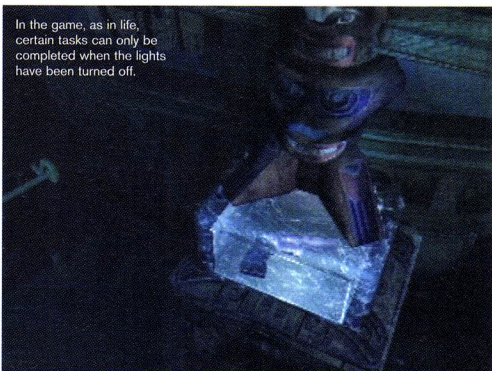
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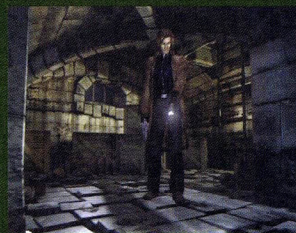
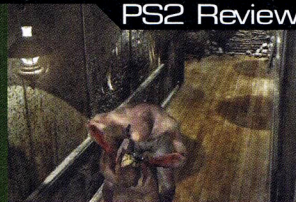
In the game, as in life, certain tasks can only be completed when the lights have been turned off.



ALONE IN THE DARK: THE NEW NIGHTMARE

PS2 Review

[Below] The game's puzzles will feel familiar to anyone who's ever played any of the *Resident Evil* titles.



DID YOU KNOW?

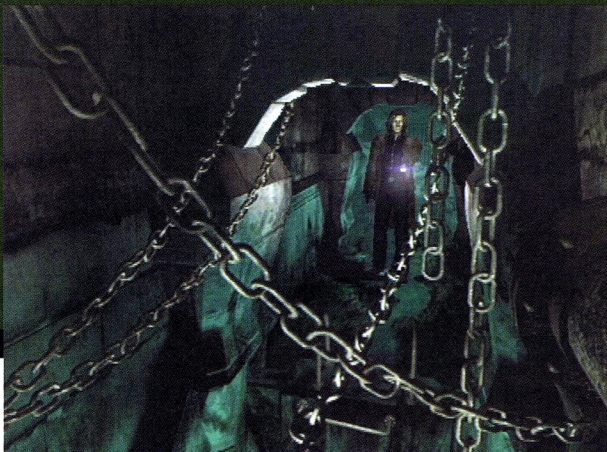
- To paraphrase some old Chinese proverb or other, "Don't be afraid of the dark, be afraid of what's in it."
- Other popular Chinese sayings include, "I'm not as green as I am cabbage looking."
- And, of course, the unforgettable, "Would you nip down to Asda and get me a crate of Stella and a pack of tabs, cheers mate."

LET THERE BE LIGHT

Both Edward and Aline have come equipped with torches. This is rather fortunate given the lack of lighting in many of the locations you explore. Using the analogue sticks it's possible to rotate the spotlight of the torch around each area, revealing hidden items and suchlike. Furthermore, many of the smaller foes you encounter have an aversion to light, so the torch can be used defensively. It has to be said that the lighting effects contained within the game are rather nice.



"ASIDE FROM THE HIGH-RES VISUALS, THERE IS ABSOLUTELY NOTHING TO DISTINGUISH THIS FROM THE FAIRLY MEDIOCRE 32-BIT INCARNATION"

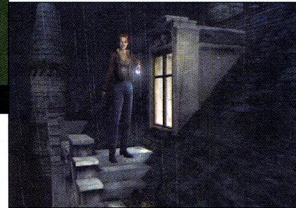


Combat is also badly handled and lacks the gore factor of similar games. Typically, when faced with a foe you simply stand there pumping rounds into it until it expires in a rather underwhelming flash of blue light. The fact that (in most instances) no more than two enemies appear on-screen at once further betrays the game's PSone roots. With that said, the torch effect (the game's only unique selling point) is most impressive, with the beam being used to highlight darkness enshrouded items and scare off smaller enemies. Sadly, this gameplay mechanic hasn't been exploited properly and eventually starts to feel like a gimmick.

For all these criticisms, the game does still provide some genuinely scary moments, with the dark environments and suitably spooky soundtrack generating a convincing feeling of impending doom. Sadly, with so much quality competition on the market (*Onimusha Warlords*, *Code: Veronica* and – we'll say it again – *Devil May Cry*) *The New Nightmare* feels somewhat lacklustre. A genuine PS2-developed instalment of the series could perhaps prove attention-worthy, however.

TWO CAN PLAY THAT GAME

Your quest will vary according to which character you select to play as at the outset. Edward begins the game armed with a pistol and generally speaking, his section of the game places far greater emphasis on action, with puzzle-solving being pushed to the sidelines somewhat. On the other hand, Aline starts off with just a torch to protect herself. This can be used to fend off smaller enemies until she locates a firearm; her section is certainly the more cerebral of the two. Brains and brawn, you see.



[Above] Edward and Aline meet up with each other at certain points in the game, but their paths soon take them in separate directions.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

72 PERCENT

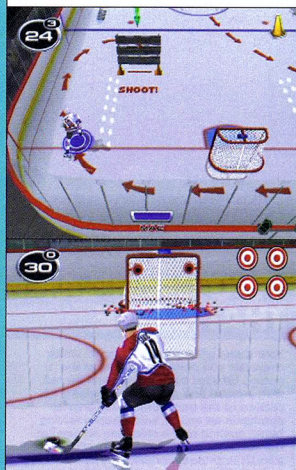
AN ENJOYABLE ALBEIT UNORIGINAL SLICE OF SURVIVAL HORROR

ALTERNATIVELY:

Resident Evil Code: Veronica	85%
Devil May Cry	93%

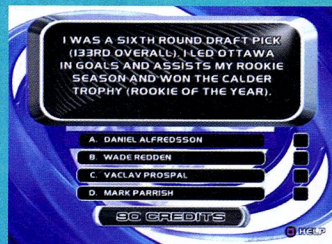
PRACTICE MAKES...

...perfect? Well maybe not, but it does make you a bit better and the smattering of training sub-games here will at least keep you occupied a short while. It's just a pity there weren't a few more events to choose from.



[Above] Little details like players' helmets being knocked off help to embellish the game's feel.

[Below] Answering post-match trivia can boost those points. Now, the Canucks aren't known for their violence are they... are they?



NHL HITZ 2002

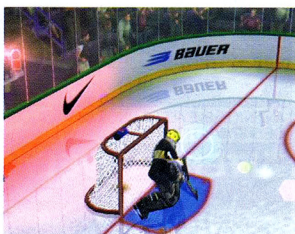
IN A NUTSHELL: HOCKEY GIVEN THE NBA JAM TREATMENT

Like your sports served on the rocks? Then see how Midway's latest effort hitz ya...

What the puck?! It's fair to say that those seeking an ice hockey videogame, whilst well catered for since the 16-bit era, have always had to plump for more serious, simulation-oriented interpretations in order to get a decent, playable slice of psychotic action. And explosive as the sport is, that's just not enough, is it folks?

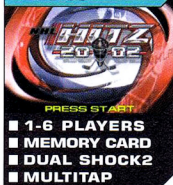
Sensing that, with a bit of pruning and the addition of fire, the whole shebang could be pepped up *NBA Jam*-style to suit the digital

forum (not to mention our rapidly declining attention spa... er, what was I talking about?). Midway has delivered a reduction of the sport which, paradoxically, has ensured that the title delivers so much more than we've been conditioned to expect. Think of it as 'Ice Hockey Concentrate' and you'll be in the right area. It's not particularly unusual, for example, to have your head shoved through the Perspex sheeting which surrounds each arena – although, of course, sending your opponent crashing into the seats is a far more satisfying reversal of fortunes. Speaking of which, the audience isn't your usual



PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER MIDWAY
- DEVELOPER CORE
- PRICE £39.99



DID YOU KNOW?

- Adding ice to Baileys really does make it a whole different drink.
- On balance though, we can't be sure if the dangers of dilution are worth the risk.
- The solution, of course, is to freeze some Baileys into cubes and then use those instead of ice... problem solved!

crowd... it's taken a while, but at long last we finally have a sports game which manages to attract a polygonal congregation rather than the 2D cut-outs to which we've begrudgingly become accustomed. So, seeing as they've made the effort, perhaps you'd like to put on a show for the spectators rather than showering them with reinforced plastic?

ALTERCATE, ANNIHILATE!

Thought so! The fighting engine which adorns *Hitz* addresses a much-underdeveloped facet of the sport, allowing disgruntled players to indulge in a good ol' therapeutic punch up. It's hardly *Tekken*, but the inclusion of light and hard attacks, blocks, grabs and dodges at least bestows each bout of fisticuffs with



Playing through the game earns points that can be spent at the Hockey Shop. Whilst there's enough content immediately available to keep you busy for yonks, the ability to unlock castle-arenas, alien heads and... um, old jerseys does add a little curious longevity. Ker-ching!



Put in a consistently good performance and you can power-up individual players or your whole team. Just don't let the opposition score or it's back to normality again...



more zest than the token efforts of late. Of course, none of this loveliness would matter if the actual hockey action was lacking, but *Hitz* plays superbly, the three-on-three (plus goalsies) action stripping the game down to its bare essentials, forsaking any off-putting midfield clutter and pesky icing rules whilst ensuring that the available tactics are crystal clear to rookie and veteran alike.

With the pipe upped and a reward structure which stacks the odds in the winner's favour, *Hitz* can threaten monotony for those who deliberately take on a noticeably inferior team – but this is true of all sports games and it's good to note that, should your defences drop for a second, the CPU will always make a concerted effort to even the score. It's also nice to see gameplay bolstered by a number of small but significant touches – goalies are no longer supermen, for example, and a limited, time-recharged turbo introduces a sprinkling of tactical resource management.

Despite smaller teams, *Hitz* stands as an impressively complete product, able to coax anyone with the slightest interest in its subject matter onto the ice. Just don't forget to bring a potential convert with you... it's **THAT** kind of game!



MEET YOUR FANS

There's little more satisfying than shoving opponents off the ice in **NHL Hitz**... just don't get too comfy out there when it happens to you - for the time it takes to get back on the ice your team is effectively a man short!



PLAY

LOOKS
SOUNDS
GAMEPLAY
VALUE
LONG TERM

90 PERCENT

INSANE HOCKEY THAT'S A DELIGHT TO
PLAY. BODY-CHECK IT OUT!

ALTERNATIVELY:

ESPN National Hockey Night	57%
NHL 2001	82%



TIME CRISIS 2

IN A NUTSHELL THE SEQUEL TO THE FAMOUS GUN GAME THAT WAS TIME CRISIS

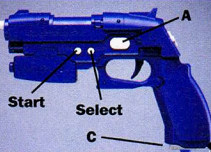
New console, new firepower as Namco returns with some of the good stuff.

Shooting people will never go out of fashion; no matter how many times we point a lightgun at a television screen and pull the trigger, it still feels like heaven. There's just something immensely satisfying, possibly primeval, about aiming a plastic gun at a digital character then blowing them away. We mention this because it was inevitable that we would love *Time Crisis 2*. We loved the first game and had unsettlingly romantic thoughts about *Time Crisis Project Titan*, so the chances of us dismissing what is



THE WAY OF THE GUN

Here she is, the little beauty, and now with more buttons than ever before. The Guncon2 connects into your USB port and your AV connection to guarantee accuracy. The A and B buttons are still on each side and you have a D-pad located to the rear. There's even a button located at the base of the grip and you can use whichever you fancy to make your agent duck. As mentioned, *Time Crisis 2* is compatible with the original Namco gun, so fans of the series who didn't sell their old gun along with all their other kit in order to buy a PS2 can get in with the two-player modes at no extra cost.



"WITH THE ADDITION OF AN EXTRA PLAYER COMES A NEW AND UNEASY TOGETHERNESS NOT FELT SINCE EIGHTIES BUDDY MOVIES"

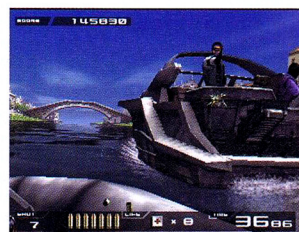


PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER SONY
- DEVELOPER NAMCO
- PRICE £49.99 WITH GUN £39.99 ALONE

TIME CRISIS 2

1-2 PLAYERS
MEMORY CARD
GUNCON2
I-LINK



[Left] Ha! No more babies for you my friend.

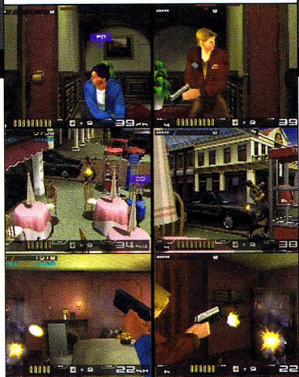
SUBGAMECULTURE

TC2 comes with a set of four extra shooting games, some based on arcade hits of old and some fresh. We're particularly taken with the Agent Trainer, where you get to recreate the scene from *Lethal Weapon* in which Riggs shoots holes in a target and makes them into the shape of a smiling face. Obviously you'll get more points for shooting in the dead centre of the torso but hey, we're young and reckless.



SPLIT-SCREEN MODE

So you don't have access to the wunderkit needed to run *Time Crisis 2* via an i-Link. So you, dear friends, are going to have to get used to the split-screen. Two guns, one machine and the biggest TV you can find are all you need to run this mode which, although far from ideal, still works and is even pretty darned fun. Apart from the obvious size of the screen, the only other real difference you'll notice is the frame rate which can, on rare occasions, drop. But what do you expect when your machine is effectively running two subtly different versions of *Time Crisis* at the same time? Jeez.



[Above] Not the most likely pair of heroes, you'll agree. Nice hair though...

SCORE 168220
1 HIT +200

HEALTH 7 LIFE 8 3440

Ah yes, the one-man
 army that is Ree-chard
 Meer-lee. The denim
 jacket, the quiff and the
 big gun – where have
 they gone? Well,
 completing the game will
 give you access to the
 Crisis missions where, if
 you miss a single shot,
 it's game over, man.
 Complete this mode,
 which is the *TC*
 equivalent of brain
 surgery, and you'll be
 faced with non-other
 than the man himself.
 Should an agent really
 get shot for doing poor
 Shakin' Stevens
 impressions? You decide.



- Namco isn't ocmO backwards, it's actually ocmN.
- Richard Miller was based on the king of PR, Howard Stern.
- It is better to have a gun and not need it than to need a gun and not have it.
- The same can be said for Steve.
- It is the duty of every citizen to keep arms as a defence against the state.
- Time Crisis 2 was used to train the Belgium standing army, not in warfare or desert cakes.
- Crockett and Tubbs from TV's Miami Vice are the only other duo of gun-toting heroes with a penchant for pastel outfits that we can remember.
- Time and time is running out.
- For the year ending March 2000 Namco reported consolidated revenues of \$4.4 billion dollars and pre-tax profits of \$119 million.



SOMETHING ABOUT DEATH

With the addition of an extra player comes a new and uneasy togetherness not felt since Eighties buddy movies. Basically, it becomes a game of bragging: "I just saved your ass,"



[Below] Mad Dog finally gives into the 40 shots of wounds we've given him.



"NOT MUCH HAS CHANGED, BUT THIS TIME IT'S IN BLISTERING HI-RES WITH DOUBLE VISION"



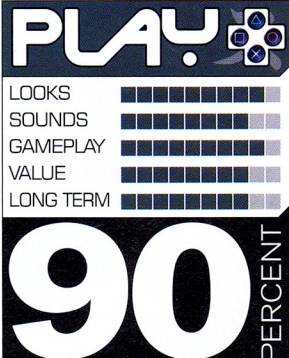
TANGO AND CASH

We enjoy all things *Time Crisis* and we're not ashamed of it, but there is one lump of spinach in its beautiful smile and it comes in the form of a machine gun. These games are about accuracy and at that they excel, so you can imagine our distress when we found ourselves picking up an Uzi – not exactly the rapier of small arms, you'll agree. Not only that, but you only get this weapon just before encountering armoured vehicles. How much fun you can have just hosing down iron with bullets is something for you to decide, since we've gone beyond that and are only truly happy with precision. But that's the whole *Time Crisis* point, ain't it?



RIGGS LOVES MURTAUGH

Those of you familiar with the arcade machine will be well aware that the deluxe version comes with two guns and two screens. Enter the PS2, its i-Link connection and option to play the perfect home version of the game. No great surprise to hear that you'll need double the amount of equipment to play the way God intended but the rewards are immense, nay unfathomable. Or rather they are an arcade-immaculate version of the game in your living room, which would now resemble a roadside service gaming area... but without the strange men and with cheaper sandwiches.



SPECTACULAR AND GLOSSY SHOOTER
THAT DOES JUST WHAT IT'S MEANT TO.

ALTERNATIVELY:

End Game
Silent Scope 2

March 2002
December 2001

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FireStorm
DUAL POWER 2
GAMEPAD



FireStorm
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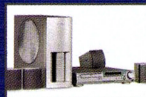
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IN ANOTHER WORLD...

Unless you've been hiding under your bed for the last two years or so then you'll be aware that there's a new console on the way from Nintendo – the GameCube. This is the successor to the N64, for which there was a very popular jet ski-esque game called *Wave Race*, and there's already a GameCube version of the game on sale overseas – *Wave Race: Blue Storm*. So is it better than *Splashdown*? Hard to say really. The graphics are a little better and the environments more solid (but then it has got a stupid amount of processing power to play with) but the craft handling is a lot more arcadey, and the water effects come nowhere close. If you want an experience about as close as you can get to riding a SeaDoo (without actually riding a real one) then *Splashdown*'s the game for you. But then as you're a PlayStation2 owner and not a GameCube owner, it doesn't really matter, does it?



SPLASHDOWN

IN A NUTSHELL: REALISTIC SEADOO RACING WITH ALMOST UNBELIEVABLE WATER EFFECTS

PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER
- INFOGRAVES
- DEVELOPER
- RAINBOW STUDIOS
- PRICE
- £39.99

SPLASHDOWN

- 1-2 PLAYERS
- MEMORY CARD
- DUAL SHOCK2



Let's just get this out of the way... have you seen the water effects on this game? They're so real they're, well, unreal!

If you've ever been on a jet ski, you'll know that it's an exhilarating experience, one that up until now hasn't really been recreated realistically in any console game.

Enter *Splashdown*, a high-octane wet 'n' wild racer based on SeaDoo's range of 'personal watercraft' – and before you ask, they're like jet skis, only made by a different company.

Splashdown presents you with eight different riders, several painstakingly recreated SeaDoo machines and eighteen fairly diverse locations to race in, all of which have one thing in common – lots of water (SeaDoo's don't run too well on dry land, see?). For those of you who've never seen a personal watercraft before, there's a brief but informative tutorial section which introduces you to the handling of the craft, or you can just jump straight into the racing. Game options are fairly standard – you've got a choice of Career (Championship), Arcade or Vs modes, although playing through the former option is the only way to unlock new courses or riders. Other than

that it's just a case of choosing a SeaDoo rider and taking to the water!

MONKEY SEA, MONKEY DOO

The first thing that hits you about *Splashdown* – even before the pre-race 3-2-1 countdown has begun – is the graphics. Or more specifically, the water. It's as if high-resolution video of real water has somehow been inserted into the game! Except that it hasn't, because when the race starts, and you see the way the water reacts to the passage of the SeaDoo's... well, we were so distracted on the first few laps by the beauty of the waves that we could barely keep control of the craft!

The water isn't just graphically impressive either. Both the waves and the rest of the environment work as they would do in the real world. Buoys, boats and the like move around on the water and if you bump them they react – they don't just sit there like a fixed object. Similarly, there are no 'invisible walls' to stop you – stray outside of the course and you simply get a three second countdown to get

"THIS IS DEFINITELY ONE TITLE YOU WANT TO ADD TO YOUR POOL OF GAMES"

SPLASHDOWN

PS2 Review

[Above] We'll say this for the riders in the game – they're damn flexible! Imagine going out on a date with a girl who can do this...

GOT A NEED FOR SPEED?

While controlling the craft and ensuring that you take the right line and point the nose in the right direction is essential, if you want to win (even on Easy this game is fairly tricky), and get the most out of your machine you need to get a bit flash. Hit a ramp to get a little air and you can then pull off a whole variety of stunts via the L2, R2, R1 and directional buttons/stick. Each stunt you successfully perform boosts your Performance meter – the trickier the stunt, the more the meter increases. As your Performance meter rises, your acceleration and top speed increase, so you need to keep pulling off stunts if you want to stay ahead of the pack. The catch is that if you cock up a stunt and crash, your Performance meter drops back to zero and if you're on your final lap, this can be disastrous.

[Below] Oops, problems here. If you don't get enough speed off a ramp you risk one of the other machines landing on top of you!

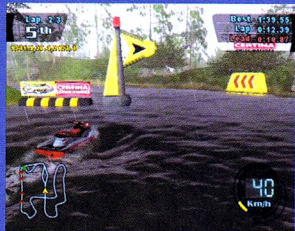
IT'S ALL ABOUT PHYSICS

Remember when you sat at school and the physics teacher droned on and you just ignored them and went to sleep? Well, here's where a little physics knowledge comes in handy. On a straight section of the course, if you accelerate and press down on the stick/pad, your rider leans back, shifting their weight and pulling the nose of the SeaDoo out of the water. This results in less of the surface area of the machine touching the water, which (thanks to the wonders of physics) decreases drag and boosts your speed – known as 'aquaplaning'. The downside is that the lack of surface area also means your machine doesn't grip the water so well, so trying to corner while aquaplaning is a very bad idea!

"BOTH THE WAVES AND THE REST OF THE ENVIRONMENT WORK AS THEY WOULD DO IN THE REAL WORLD"

[Right] Now that's just showing off! Seat surfing takes a few seconds to pull off, so you need to get some big air if you don't want to crash.

[Below] Either this SeaDoo is being ridden by the invisible man or our rider's gone and fallen off again.



your machine back on track, after which the game does it for you.

WATER TOP GAME!

The water in this game isn't the only impressive aspect though. The handling of the craft turns out to be surprisingly realistic too – and in this case, 'realistic handling' thankfully isn't just a substitute phrase for 'really, really tricky to get the hang of'. Everything that you can do with a real SeaDoo, you can do with the SeaDoo in *Splashdown*. They accelerate, turn, dive and jump just like the real thing, and you really get the feeling that you are actually controlling the rider, and that the machine is responding to your movements, rather than



[Above] We have a winner! And about bloody time too – only took us three hours...



A SNEAK PREVIEW

Included within the game are various videos, one of which is a sneak preview of Infogrames' upcoming – and highly anticipated – title *Stuntman* (from Reflections, the guys who made *Driver*). It's almost worth buying the game just to see this preview... almost. Thankfully though, *Splashdown*'s gameplay makes it worth, er, splashing out on all by itself!



DID YOU KNOW?

- SeaDoo machines are 'personal watercraft' because Kawasaki trademarked the name 'jet ski'.
- There's a 97% less chance of you getting wet while playing this game compared to riding a real jet ski... sorry, personal watercraft.
- Despite the whole trademark thing, just about everyone in the world refers to all jet ski-like craft as 'jet skis' – in your face, Kawasaki!

"IT'S AS IF HIGH-RESOLUTION VIDEO OF REAL WATER HAS SOMEHOW BEEN INSERTED INTO THE GAME"



the whole rider/machine being one big graphic that you move directly. This isn't to say that the handling is unresponsive – oh no, it's just that when you pull right the craft behaves exactly as one of these fairly heavy machines would in a rolling surf. The trick is to learn how each individual SeaDoo (for there are different models) handles, and how to make them dance to your tune.

Everything about this game has been painstakingly created to produce the most realistic – and fun – watercraft experience possible. And we haven't even mentioned the sound yet – also superb, with realistic engine noises, a variety of vocals for each rider and some excellent music from a variety of bands including Smash Mouth and Blink 182 – it makes you wonder how we ever put up with the purely orchestral 'scored for the game' soundtracks of the past!

Splashdown might not be everyone's bag. If you like your racing simple, and only want to worry about squeezing the throttle and moving left and right, then maybe the control you need to exert over the SeaDoo will be a bit much for you. If you like your racing fast, fun, highly controllable and mouth-wateringly gorgeous to look at, however, then this is definitely one title you want to add to your pool of games. Pool? Geddit? Oh, why do we bother...



ARE YOU A TEAM PLAYER?

As mentioned already, you can choose from a variety of different characters. However, in Career mode you're not necessarily limited to just the one you choose at the start. At various points in the game you get to challenge other SeaDoo riders to a race and – if you win – they join your team. You can then choose between riders before each race, picking the one whose talents are most suited to the vagaries of the track. If you're fashion conscious, there's also the opportunity to collect different outfits for the riders while you're racing.



[Above] That bald bloke's in the lead because his lack of hair makes him more streamlined than the other riders.

PLAY+

LOOKS	■■■■■■■■■■
SOUNDS	■■■■■■■■■■
GAMEPLAY	■■■■■■■■■■
VALUE	■■■■■■■■■■
LONG TERM	■■■■■■■■■■

90

PERCENT

ULTRA-REALISTIC, VISUALLY OUTSTANDING, WET 'N' WILD RACING GAME.

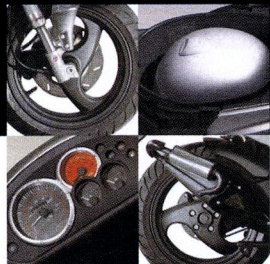
ALTERNATIVELY:

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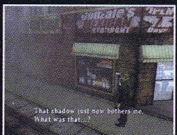
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PLAY 

- UK PAL
- PLAYSTATION2
- PUBLISHER KONAMI
- DEVELOPER IN-HOUSE
- PRICE £39.99

SILENT HILL 2

- ONE PLAYER
- MEMORY CARD
- DUAL SHOCK

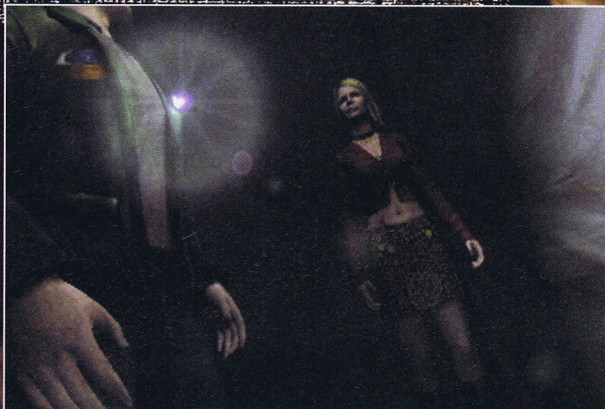


ON A ROLE

Emphasising the fact that you're playing a predestined role, *Silent Hill 2* won't let James pick up objects in the dark (or even refer to his map) unless he has a light to illuminate the scene. You might be able to see that precious firearm, but until miladdo finds his torch there's no way for you to make him pick it up... nice touch, but guaranteed to irk many.

GOING AGAINST THE GRAIN?

Taking a cue from *Aliens Vs Predator* (RC), Konami has added a beautifully effective filter to darkened scenes. This lends certain areas a lovely grainy appearance, really helping to immerse you in the shadowy and claustrophobic atmosphere.



Are those hands searching for something?

SILENT

Dismembered horrors, a pointy-headed maniac and a holiday date with your dead wife? At least they don't have Red Coats...

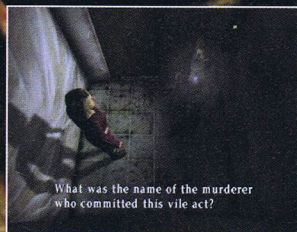
It's ironic, but despite sizeable resources Konami seems to have been caught in a similar fog to that which envelops *Silent Hill*, stumbling in confused circles with a franchise, unable to take it the distance required to meet next-gen expectations.

The game's core fault is as old as decent custom chips though, because what we have here is an evolution of the ancient 'graphics vs gameplay' argument into a more developed, technology-enabled 'aesthetics vs gameplay' concern. Indeed, in terms of atmosphere, *Silent Hill 2* is an absolute masterpiece: the fade to white/black fogging validates itself not only through its instantaneous effect on your nerve, but by the fact that it's no longer a technical necessity. At certain points your character, lit only by the most meagre lapel torch, recedes from the camera, leaving you in no doubt that a tangible world exists beyond your limited vision and heightening one's sense that whatever's making those unsettling noises could really be lurking behind that oppressive perceptual boundary, ready to pounce.

Speaking of which, Konami's creature designs are so psychologically unnerving that

you really have to forgive the plagiarism of a foreboding Nemesis-figure, the faux-carnal fumbblings of whom set a chilling tone from which the game seldom wavers. You only have to view the suspender-high stitches which hold the title's many-legged horrors together, hear Maria's own deprecation of James's 'special place' or witness the town's nightmarish nurses to realise that *Silent Hill* trades on the debasement of sexuality and erotic iconography. The game, in its perversion of imagery usually associated with the continuation of life (namely acts of healing and procreation), achieves a deeply disturbing tenor which, combined with faceless, skinned visages and twitching carcasses, serves to convey an impressively unhealthy and twisted state of affairs.

This would have made for a solid backdrop to proceedings but for the unfortunate fact that Konami appears to have spent all of its time refining such aesthetic concerns, to the complete detriment of the series' wider evolution. *Silent Hill 2* does nothing to further the mechanics of play or the model of progression displayed by its dated forebear and, just when it seemed we were moving



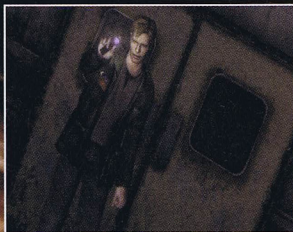
What was the name of the murderer who committed this vile act?

SILENT HILL 2

PS2 Review

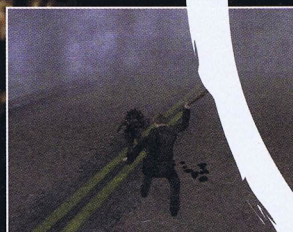
DID YOU KNOW?

- Silent Hill 2's creatures were animated by hand to make sure their motion didn't end up looking too natural.
- The same effect can be elicited in the **PLAY** crew by adding generous amounts of shandy.
- (Glug plug glug)... thurr y'go [thicl... shees what we meant A-ha-thicl-ha-turp!]



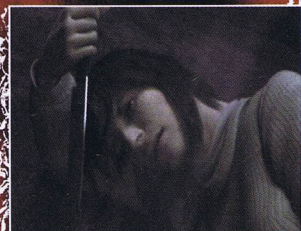
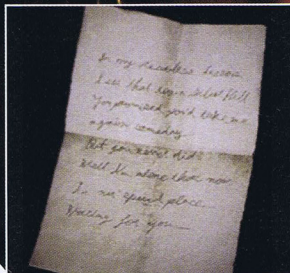
SILENT HILL 2

"LINEARITY DOGS THE PLAYER AT EVERY PRECONCEIVED TURN"



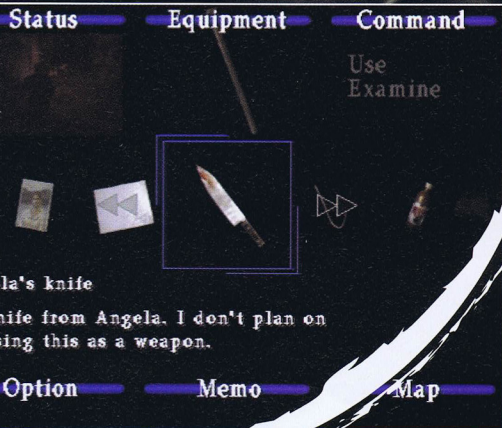
A PLOT WITH CHARACTER...S

James, our hero, receives an invitation to Silent Hill – very pleasant except that it's apparently from his wife, Mary, who is three years dead (haunting pipe-organ stab). What was that? Never mind, upon arriving it's clear that all is not well in the twisted town – the other humans James meets are just as unrelenting as the creatures which roam free 'n' hungry (thunder-clap). Jeez-oh! Right, the salubrious Maria looks identical to Mary, Laura is as creepy a child as Eddie is pitiable and Angela, the nearest thing to normality, languishes on the verge of suicide. All of a sudden, his odds don't look so good [somewhere, something bays] and I'm leaving NOW.

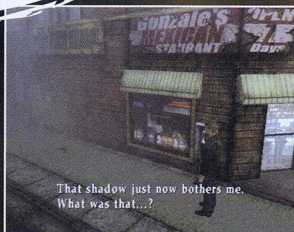


HAIR WE GO AGAIN...

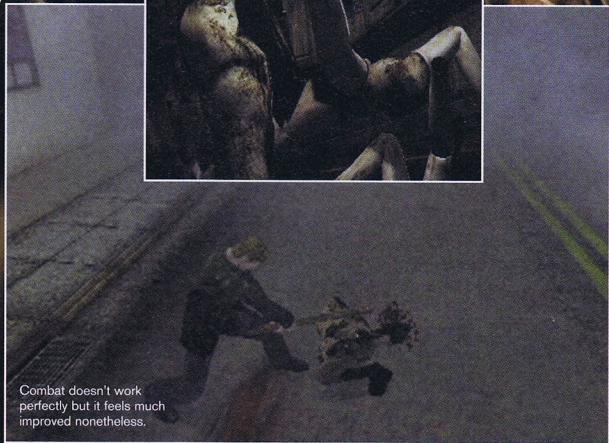
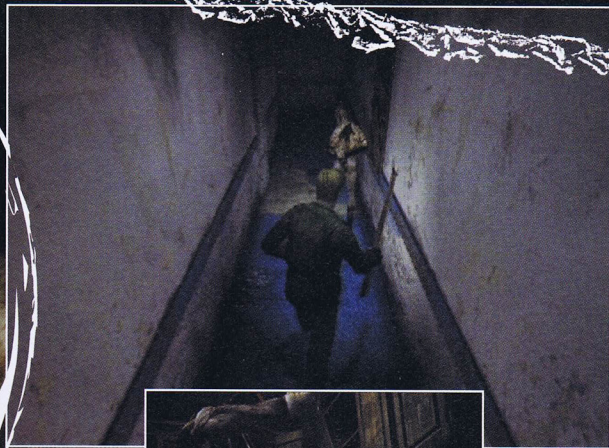
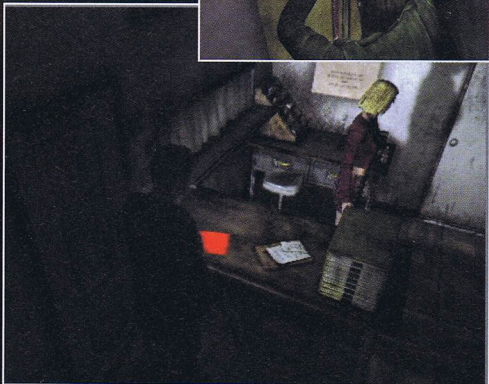
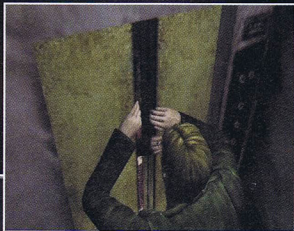
Silent Hill 2 features some truly rank object-oriented tasks, really highlighting with great poignancy exactly how not to weave puzzles into a gameworld. One section puts you through hell in order to open a sealed box... only to be rewarded with a hair, which is then put to an absurd use. But hang on, if James needed a hair why not just pluck his own, or Maria's? D'oh! In a similar fashion, we're expected to accept that in the whole of *Silent Hill* there's only one specific object the right size and shape to unblock a laundry chute - a particular can of beans! The pièce de résistance, however, is the knife which, because it is classed as a puzzle-object, cannot be used in combat! Roll over Discworld...



[Right] SH2's uncompromising linearity is ill-suited to the setting of a town... look, I wanna go THAT way instead for now!



That shadow just now bothers me. What was that...?

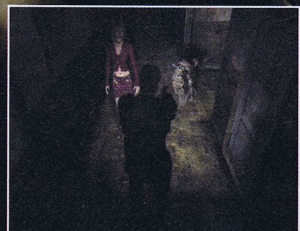
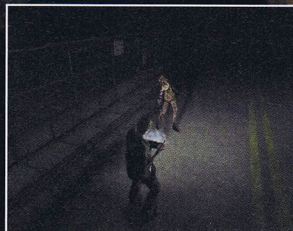


Combat doesn't work perfectly but it feels much improved nonetheless.

"IN TERMS OF ATMOSPHERE, THIS IS A MASTERPIECE"

away from the 'PSone game but in hi-res' school of PS2 development, this manner of retardation is worrying to behold. The uncompromising and obvious linearity which dogs the player at every preconceived turn beggars belief, harking back to 32-bit restraints and regularly crossing over into the realms of awful design. It hits you from the very beginning - upon entering *Silent Hill* players (who know damn well that chasing grotesque shadows and blood stains is a stupid thing to do unless armed) are forced to follow a strict path to their first scripted encounter and, once there, special-case

interaction allows James to pass through the kind of scenery that will prove impossible to negotiate once control is returned. Now, nobody refutes that players must be herded though their survival horrors, but the mark of a classic game is one which keeps the player utterly oblivious to the fact that this is happening; *Silent Hill 2* fails miserably to suspend such disbelief as the barriers are so arbitrary (the designers honestly think a shiny-high fence is a valid obstacle!) and the choices made on your behalf so dumb - you don't watch enthralled as James is outwitted by a twelve-year-old, you shake your head

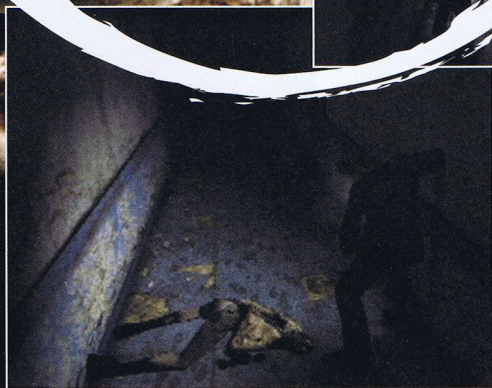
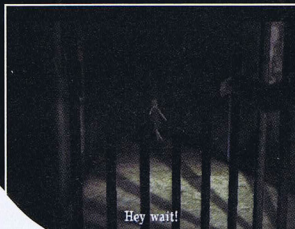


SILENT HILL 2

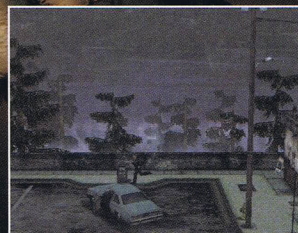
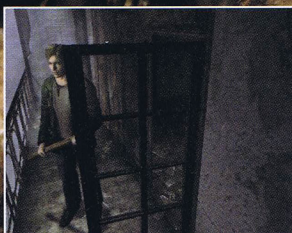
PS2 Review

ME AND MY SHADOW

Silent Hill 2's environment-wide shadow-casting engine is quite remarkable, easily [cough!] overshadowing the quick-fix effect which appears in *Alone In The Dark IV*. The extent to which this embellishes atmosphere cannot be understated... Konami's technological competence is now impossible to deny.



"THE CENTRAL PREMISE IS INTRIGUING"



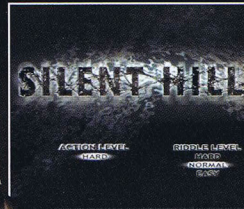
and sigh, "This is ridiculous, I hope the bumpkin dies."

Even when the latitude for some exploration is given, the continual rattle of an inordinate number of broken not-really-doors makes trawling the narrowing path from A to B a chore. Sure, *Silent Hill 2's* hunt-the-key-door-key-door approach to progression has more contextual integrity than, say, *Resident Evil 2's* mechanism-filled police station, but the price is a comparatively dull ride... and please, why can we STILL not shoot or crowbar our way into rooms if the mood takes us? It's the interactive equivalent of a film set wobbling... obviously false and able to effortlessly erode any good work that may have been done elsewhere.

It's still possible to settle into *Silent Hill 2's* pace and force yourself through it - the central premise is intriguing and there's enough content of sufficient (superficial) quality to maintain the illusion of money well spent. But gameplay maketh a game, and in this respect the title remains cuttily unambiguous; from the stable that gave us *Symphony Of The Night* and *Metal Gear Solid*, more is rightfully expected.

ASK ME AN EASY ONE

Having several difficulty settings to choose from is nothing new, but *SH2* allows players to change the level of combat and 'riddles' independently. Inspired, but really a system deserving of better puzzles.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

73 PERCENT

RETREADS OLD GROUND ALL TOO WELL - PRETTY DARN SCARY THOUGH.

ALTERNATIVELY:

Resident Evil Code: Veronica	85%
Alone In The Dark IV	72%

WHAT CAR?

The game contains a healthy selection of real-life vehicles from a variety of car manufacturers. Your choice of motor will be dependent on which team you elect to drive for, with cars on offer including the Ford Escort Cosworth, Mitsubishi Lancer Evolution VI, Subaru Impreza and the Ford Cougar. Each of these handles in its own unique fashion, so there should be something on offer to suit your driving style.



GTC AFRICA

IN A NUTSHELL: ARCADE-STYLE RALLY SIMULATION

Get your motor running, because the first dedicated PS2 rally game has just driven into town.

The PS2 is already well served for driving simulations, but it is still without a bona fide rallying title. Fortunately, several such games are in the pipeline including, of course, a 128-bit instalment of the Colin McRae series, but first on the scene is *Global Touring Challenge Africa* from Rage. Whilst this isn't strictly a rally game (for example, it features pack racing and circuits) it's about as near as you're likely to get to one until the rather promising-looking *World Rally*

Championship arrives on the shelves towards the end of the year.

PURE AND SIMPLE

As the game's title suggests the action is based in Africa, with stages taking place in various locations including Ethiopia, Botswana and Zimbabwe. A selection of game modes are available, but the Championship option is by far the most substantial of these. Having selected a team and then a vehicle (including models from Ford, Mitsubishi and Renault amongst others) you can start the competition in earnest. As mentioned, you're not alone

DID YOU KNOW?

- The word 'rally' can also be used to describe a long sequence of continuous shots in a tennis match.
- The German word for automobile is 'wabsnazi' and is based on the Latin terms 'Wabs' and 'Nazi', who were the gods of sand and cats.
- Speaking of cats, there is more than one way to skin the creatures. We favour the spinning technique, which ensures the animal's intestines are left unscathed.

during races and are competing against five other drivers for ranking points. This pack racing, coupled with an easy-to-pick-up handling system, lends the game a very arcade-like feel. Depending on your point of view this could be seen as a positive or negative factor. Anyone after a gritty, realistic simulation may be slightly disappointed by the over-exaggerated powersliding on offer here. However, there's no denying that the vehicles feel good to control (a crucial factor in any racing game) and within minutes of playing the game you'll find yourself engrossed.

PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER RAGE
- DEVELOPER IN-HOUSE
- PRICE £39.99



- 1-2 PLAYERS
- MEMORY CARD
- DUAL SHOCK2

TIME OUT

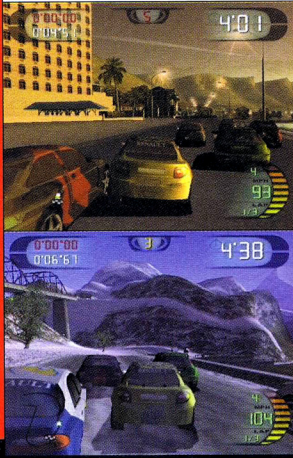
In addition to the Championship it's also possible to embark on a series of Challenge stages. These include courses where you're





LEADER OF THE PACK

Rallying purists may balk at the fact that they're competing against a pack of five other drivers. However, it certainly makes for a more exciting race experience. Your opponents are quite an intelligent bunch as well and will take every opportunity to cut you up and hamper your progress. Why can't people just get along?



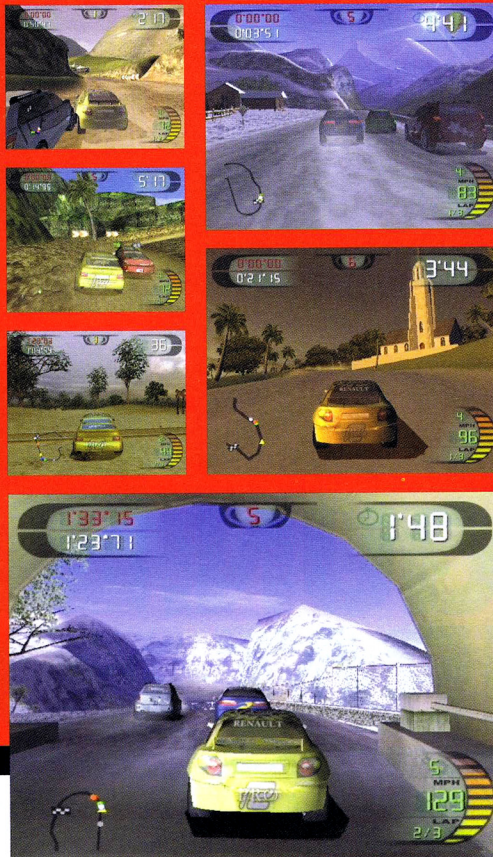
required to reach the end of a track within a strict time limit and speed pursuits, in which you must keep a sufficient distance ahead of a rival driver. Initially only two of these are open, but more become available later on and they get increasingly more demanding of your racing skills. Sadly, the somewhat underwhelming two-player mode suffers from the lack of any computer opponents and feels a tad rushed, development-wise.

EVENT HORIZON

Visually, the game lacks the sheen of, say, *Gran Turismo 3: A-Spec*, but both the vehicles (though damage effects are not included) and the stages you tear around look suitably solid. What's more, the game runs along at a healthy tick, without ever compromising draw distance (which at points spans impressively far into the horizon). Sound effects are also well handled and unlike in certain titles, the engine noises created by each vehicle don't actually sound like a wasp trapped in a matchbox.

Ultimately, *Global Touring Challenge Africa* is a surprisingly solid racing game. It never really shines in any one area, but what it does, it does well enough. The fairly simplistic gameplay mechanics may not appeal to rallying purists, but anyone looking for an accessible, if somewhat unorthodox, racing title will find much to enjoy here.

"THE VEHICLES FEEL GOOD TO CONTROL"



UP FOR THE CHALLENGE

Should you tire of the main Championship mode, you can always delve into the surprisingly enjoyable Challenge mode. These mini-games start off fairly easy – for example, get from point A to B within a certain time limit. However, as you unlock more of the challenges you'll find your skills being pushed to the limit. Suffice to say complete mastery of your vehicle will be required to complete all these stages.



PLAY

LOOKS
SOUNDS
GAMEPLAY
VALUE
LONG TERM

77

PERCENT

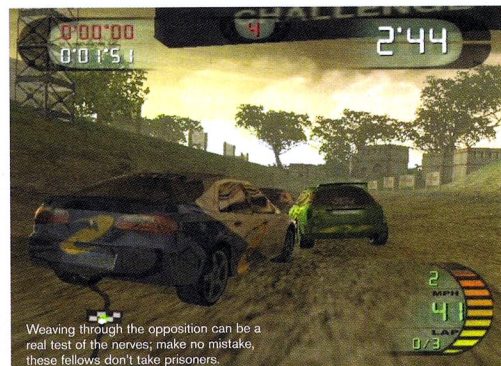
A SOLID BUT UNORIGINAL ARCADE RACER FROM RAGE

ALTERNATIVELY:

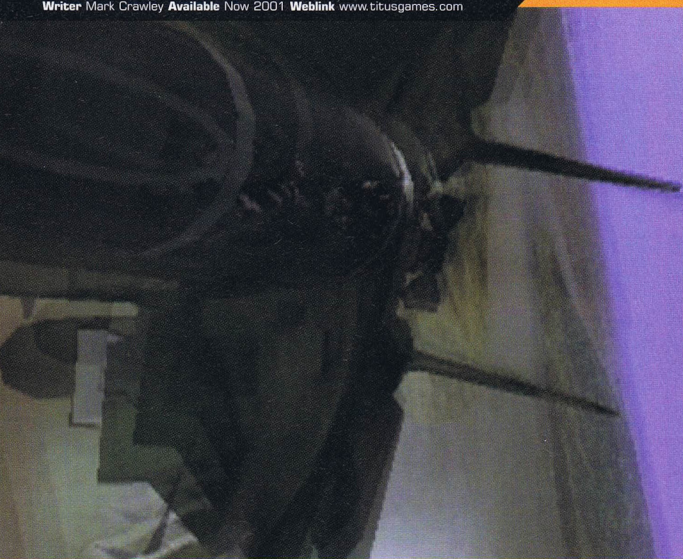
Gran Turismo 3: A-Spec
4x4 Evolution

91%
72%

"THE GAME RUNS ALONG AT A HEALTHY TICK, WITHOUT EVER COMPROMISING DRAW DISTANCE"



Weaving through the opposition can be a real test of the nerves; make no mistake, these fellows don't take prisoners.



TOP GUN: COMBAT ZONES

IN A NUTSHELL: AIRBORNE ANTICS AT A LEISURELY PACE



If the G-forces don't take your breath away, that incoming flak certainly will...

Teetering on the edge of respectability since its appearance in preview form, *Top Gun: Combat Zones* (no particularly convincing ties to the Tom Cruise vehicle) comes, finally, as something of a bittersweet pill to swallow. It should be great, all the fundamental components are here – a decent rendering engine, well-modelled locales, nifty aircraft (although, admittedly, the assorted war machines do tend to look somewhat toy-like) and a solid frame rate, yet the experience is unquestionably cut to the heart at times by

issues entrenched in the most mandatory levels of design.

It's deliberately odd from the very start. The compulsory training missions, for example, don't always test the facet of flight which they brief you upon – hence an exercise meant to familiarise players with unguided rockets is made a breeze by the provision of heat-seeking missiles, and the trainee bombing run is rendered agonisingly tedious by the fact that you aren't given enough bombs for the job!

MISSILE AWAY!

Did we say agonisingly tedious? That'll be due to the game's pace, which is sedate to the point of incredulity. "How the hell is this bird staying in the air?" you'll ponder (at length) whilst banking for yet another run at your target, people on the ground instinctively doffing their caps in the assumption that you're some sort of airborne funeral procession. Well okay, the hat thing is a fib – but whilst the decision to entertain a belief-crushingly reduced cruising-speed in the name of playability is gutsy, it's impossible not to wonder if the game would've hung together

DID YOU KNOW?

- Real planes do stall more easily the higher they fly, so Top Gun's method for penning the player in has some basis in fact.
- How so? Well, the higher the altitude, the thinner the air and the more thrust is required to maintain velocity... simple really!
- The infamous 'finger' manoeuvre does not appear to be present in the game. Bah!

[Above] Equip rockets to identify clustered ground targets – the HUD gives you the most useful display to work from.

[Below] Accurate bombing is not difficult – actually keeping the plane level whilst lining up is where the problem lies.



PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER
- TITUS
- DEVELOPER
- IN-HOUSE
- PRICE
- £44.99

ONE PLAYER

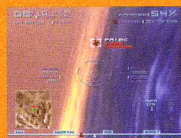
- MEMORY CARD
- DUAL SHOCK2



TOP GUN: COMBAT ZONES

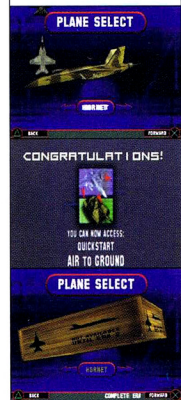
PS2 Review

"TOP GUN REMAINS A SURPRISINGLY SEDUCTIVE PROSPECT, ALBEIT ONE DEVOID OF SIGNIFICANT EXHILARATION"



BRAND NEW BIRD

Top Gun is strictly structured, the player progressing through several eras in chronological order – training first, missions second. The further in you get, the more access you have to extra aircraft and Quickstart scenarios... collect the set!



INSTA-CONFLICT!

For those wishing to dive straight into the action, Quickstart is a godsend. Just pick your terrain, enemies and difficulties then take to the skies... great practice and far more useful than 'stuffy ol' training'!



(Below) The firing range... but balloons don't shoot back.



more convincingly had Titus gone the whole hog and sat you in a chopper, sod the licence.

AIRBRAKES?

Ordered in a linear sequence, the missions themselves press home the difficulty of applying arcade stylings to a genre which more readily lends itself to the realm of simulation. That there's no artificial horizon (in either the exterior, cockpit or bombing views) is troublesome at times, especially when dogfighting against a blank portion of sky (or in foggy weather) at altitude; it is just a touch too easy to lose track of your orientation during certain missions. The results can be disastrous: obviously fall into a dive and sloooow pitching can make a collision with terra firma inevitable, absent-mindedly hit the

flight ceiling (which isn't as oppressive as N64 *Rogue Squadron's* but, for our money, still too low) on the other hand, and it's possible that, relinquished of control whilst your altitude drops, you'll float right out of the battle zone... mission failed! Such niggles are a shame as the air-to-air tussles with enemy planes are arguably the game's highpoint, speed simply ceasing to be an issue once the ground disappears from view.

Whilst its general pace is unequivocally pedestrian and the missions are overly long and drawn out, *Top Gun* remains a surprisingly seductive prospect – albeit one devoid of significant exhilaration. Herein lies our main criticism... it's just too damn relaxing considering the subject matter – thrill-seekers, approach with caution.



PLAY

LOOKS	■■■■■■■■■■
SOUNDS	■■■■■■■■■■
GAMEPLAY	■■■■■■■■■■
VALUE	■■■■■■■■■■
LONG TERM	■■■■■■■■■■

69 PERCENT

NOT QUITE THE TOP GUN, BUT A WORTHWHILE, IF COMFORTABLE, SHOOTER

ALTERNATIVELY:

Ace Combat 4 January 2002
Thunderhawk 85%

THEATRE OF DREAMS

UNLOCK A WEALTH OF HIDDEN TALENT
By winning cups, you unlock extra teams. This is nothing new in a KCEET football game, but the passionate fans that developed this beauty have squeezed in more golden oldies than ever before. By winning the International League and the International Cup, you'll unlock classic all-star teams, but if you win certain cups, like the American Cup and European Cup, with certain teams then you'll also unlock classic versions of those teams. Germany, Holland, Brazil and Argentina all have their own specific classic teams and if you win the Master League, you can even unlock an extra roster of memorable players like a pre-boozed-added Gazzal!



Jeff, resplendent in his blue shirt, finally decides that life chasing a muddy ball like some sort of retarded Jack Russell is no life at all.

"CHOOSE FIFA OVER THIS AND YOU DESERVE TO BE SHOT"

PRO EVOLUTION SOCCER

IN A NUTSHELL: FOOTBALL IS BELTED HOME IN FEROCIOUS FASHION

Forget maintaining relationships and going out, ISS has just come of age and needs to be seen to be believed. Rip up that calendar and sit comfortably – commeth the hour, commeth Pro Evolution Soccer!

As *Winning Eleven 5* hasn't strayed too far away from our office PS2 since it was released five months ago, we have been awaiting the PAL code like a ravenous tiger awaits its prey – foaming at the mouth and, frankly, gagging for it. Hell, even English names with everything else unchanged from the Japanese code would have been enough but no, Konami made us wait for all these months, starving for our

footie fix. There had better be a bloody good reason for that!

Sure enough, upon loading *Pro Evolution Soccer* for the first time, a wealth of stunning new enhancements come to light that instantly solidify this as the most fantastic football game ever. All is forgiven. The options on offer may be almost identical to last year's PSone epic, *ISS Pro Evolution 2* – boasting identical cup and league competitions – but the upgrade in processing power means that the presentation has been enhanced to such



PLAY!

- UK PAL
- PLAYSTATION2
- PUBLISHER KONAMI
- DEVELOPER KDET
- PRICE £39.99

PRO EVOLUTION 2
Now on sale everywhere

- 1-8 PLAYERS
- MEMORY CARD
- DUAL SHOCK2
- MULTITAP

a degree that the only way you can tell you aren't really watching England play is the fact that you can actually string two passes together here. With more frames of animation and a whole host of new tricks to master, the players are more lifelike than ever, so much so that you can even laugh at Andy Cole when he comically swipes at thin air, missing the ball completely. Yes, even stinking rich professionals make heinous mistakes, and this game doesn't portray them otherwise.

TURN ON A SIXPENCE

The most significant new addition to the control system is that there are two extra sprinting moves. To compensate for the straight forward dash that has been the sole means of injecting pace into matches in previous games, there is a new move which

PRO EVOLUTION SOCCER

PS2 F



(Above) The best football game ever made. Unless, that is, you are one of the few special people who loathe football in all its many forms.

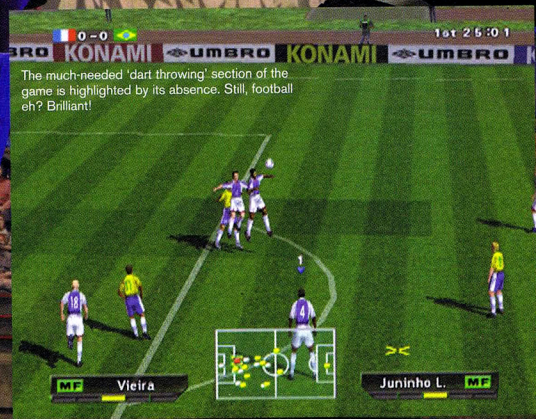


"IN TERMS OF GAMEPLAY, NOTHING COMES CLOSE TO RECREATING EVERY ESSENCE OF FOOTBALL AS THIS GAME DOES"

MASTER THE LEAGUE

A NEW MANAGERIAL HEADACHE AWAITS YOU...

Aside from winning cups on the international circuit, the Master League is back in full force to test some of the world's greatest domestic teams. More teams have been included (like Newcastle United, Deportivo and Brazilian side Palmeiras) and once again this league is split into two divisions, with the player having to gain promotion to the premier division before the championship is achievable. But as you buy new players to strengthen your squad, a dazzling new twist becomes apparent - you actually have to pay these prima donnas! That's right, when deciding whether to splash out on the transfer fee, you have to take into account 'maintenance points' which are paid to the player at the end of a season. If you don't have the funds to cover these demands then you'll go bust - making managing your team and your finances a neat little sub-game in its own right.



The much-needed 'dart throwing' section of the game is highlighted by its absence. Still, football eh? Brilliant!

BOBBY CHARLTON'S SOCCER SCHOOL

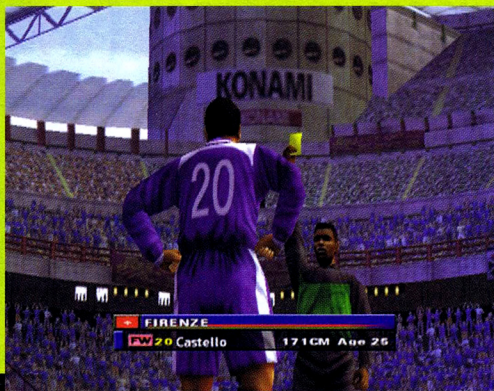
GO FROM ANDY COLE TO JOE COLE IN MINUTES!

Getting to grips with the intricate new moves whilst in a competitive match is like getting Keegan back in the England hot seat in time for next year's World Cup finals - disastrous. So, to ease you into all the lush new moves and techniques available, KCET has introduced a new soccer school into the training facilities. Utilising this, you can watch the new moves being performed and will be shown the exact joystick commands to execute them. By the time you're belting out the national anthem come match day, you'll have the knowledge to rip your opposition to shreds - just like Sven's boys did to the Germans on a certain surreal September afternoon.



[Above] "Life is just struggle followed by death," commented Dave as he ran past.

[Below] "It is the resistance to pain that causes true misery," sighed the ref as he gave another yellow card.



DID YOU KNOW?

- When Greece scored their second against England recently, Flo Ferdinand was actually playing Tomb Raider on the sidelines at the time.
- Because he wasn't anywhere near the bloody action, that's for sure.
- The word 'soccer' was invented by the Americans after they foolishly realised that they had named their own national sport 'football', even though you don't use your feet in it.



[Below] The camp goalie was no use to anyone...



actually allows you to turn, cut inside and size up a shot all in one breathtaking move. The addition of this move means that you can at last make devastating solo runs and create chances out of nothing. The other sprint variant is when you actually slow down to a snail's pace and tentatively nudge the ball forward. This seemingly serves no real purpose, but if you combine it with the other sprint moves then you can bomb down the wing, slow to a grind and draw the defenders out, often causing them to commit to a rash challenge before speeding up again and darting into the area. Another useful move is the jump. By pressing R3 at the exact moment a defender comes lunging in, you'll merrily skip over the danger and break for goal. Getting the timing right is hard, but if you pull one off, much to the delight of the crowd, it beats any between the sheets shenanigans hands down!

Elsewhere, the one-two passing move has been unnecessarily complicated - possibly because it was just too damn effective in previous games and the feint and shimmy moves actually work now.

FEVER PITCH

Knowing that all eyes would be on this game, after Konami's previous PS2 football outing took the ISS name in vein and



AND IT'S BACK TO THE STUDIO...

PLENTY FOR THE PUNDITS TO GET THEIR TEETH INTO

The Japanese version of this game, *Winning Eleven 5*, was heavily criticised in the office for its uninspiring loading screens. In a moment of genius, KCET has rectified this for the PAL version by making the loading take place during the pre-match build-up. This means that you get to see the packed stadiums and team formations as the data is spooled off the disc and by the time you kick off, it feels like you haven't been waiting at all. So that you don't miss any of the half's best chances, or if you just feel the need to gloat one more time, another jazzy addition means you are also treated to a bunch of highlights at half-time and full-time. Magic, Des?

Unfortunately, this lavish presentation is let down by the commentary, which is still utterly rubbish. Classic example: Chris James to co-commentator Terry Butcher - Chris: 'That was a good goal, wasn't it Terry?' Terry: '... Never mind, this can be turned off.'



[Below] Football for beginners: It's just a game of two halves where the team who puts the round thing in the net thing wins.



delivered a game which was a far cry from the sexy football we have grown dependant on, KCET has gone to great lengths to address all of the past problems. Take the AI of your players. Many argued before that they just didn't react quickly enough to tackles and lucky deflections, but now each player is ranked out of 100 in 20 different attributes - reaction being one of them. This means that every player is much more individual, and utilising them in their best positions is essential for getting anything out of the games, for the results tend to be much closer now.

In terms of gameplay, nothing comes close to recreating every essence of football as this game does. It's perfect. Everything that's in the game is, well, in the game. Stringing together a flurry of passes that culminates in a bulging sack is sheer unbridled bliss and you can experience every wave of emotion going as you battle to break down the opposition's back line before whacking one in... only to have it ruled out for offside.

Only the commentary and restricted FIFpro licence, which means only European players have the correct names, tarnish the overall splendour. But this matters not, because KCET has produced a football game which defies belief. Choose FIFA over this and you deserve to be shot!

PLAY

LOOKS
SOUNDS
GAMEPLAY
VALUE
LONG TERM

97 PERCENT

THE BEST, MOST ACCURATE, MOST INTRICATE FOOTBALL GAME EVER MADE.

ALTERNATIVELY:

International Superstar Soccer 75%
FIFA 2001 November 2001

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Eminem - Kim: 4878
Eminem - Marshall Mathers: 3664
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Gorillaz - Clint Eastwood: 3613
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Jennifer Lopez - Play: 3975
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Kaci - Paradise: 3702

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Limp Bizkit - Rollin': 3670
Linkin Park - Crawling: 3780
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Lob Loga - Mambo No 5: 1263
Louise - Stuck In The Middle: 5194
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Madness - House Of Fun: 3595
Madness - One Step Beyond: 3598
Madonna - Music: 1270
Marilyn Manson - Sweet Dreams: 3902
Mary J Blige - Family Affair: 5338
Mavericks - Dance The Night Away: 4921
Madness - Bat Out Of Hell: 4521
Michael Jackson - Thriller: 4936
Missy Elliott - Get Ur Freak On: 3832
Missy Elliott - One Minute Man: 5073
Modjo - Lady: 4789
MOP - Cold As Ice: 3978
Morrissey - I'm Sorry: 4922
Mya - Case Of The Ex: 3560
N Trance - Set You Free: 5247
Nelly - City: 3529
Nelly - Ride Wit Me: 4025
Nelly Furtado - I'm Like A Bird: 3617
Nelly - Come As You Are: 3591
N'Sync - Pop: 4946
Oasis - Don't Look Back In Anger: 3793
Offspring - Self Esteem: 4326
OPM - Heaven Is A Halpize: 4903
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O-Town - Liquid Dreams: 3830
Outkast - So Fresh So Clean: 3933
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Pink Floyd - Money: 4434
Queen - Bohemian Rhapsody: 1315
Queen - We Are The Champions: 1314
R Kelly - Fiesta: 4719
R Kelly - I Believe I Can Fly: 1316
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Robbie Williams - Angels: 3580
Robbie Williams - Eternity: 4947
Robbie Williams - Rock DJ: 3566
Robbie Williams - Another Chance: 4904
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S Club 7 - Don't Stop Movin': 3887
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Savage Garden - Moon And Back: 5162
Savage G - Truly, Madly, Deeply: 1344
Shaggy - It Wasn't Me: 3611
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Simon & Garfunkel - Mrs Robinson: 4885
Sisqo - Dance For Me: 4870
Sisqo - Rhythm Is A Dancer: 4929
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Sonique - Put A Spell: 3639
Sophie Ellis Bextor - Let's Get It Home: 5100
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Steppenwolf - Born To Be Wild: 4528
Steps - Tragedy: 4931
Sticky Ft Ms Dynamite - Booz: 4722
Supermen Lovers - Starlight: 5217
Tina Turner - Simply The Best: 3670
Tom Jones - Sex Bomb: 1393
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UB40 - Red Red Wine: 5022
Uncle Kracker - Follow Me: 5191
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Village People - YMCA: 4910
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633 Squadron: 4376
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Banana Split: 5016
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Benny Hill: 1027
Beverly Hills Cop: 1432
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Grease: 1054
Great Escape: 3594
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Indiana Jones: 4461
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Macarena: 4919
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Muppets - Mah Nah: 4650
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Roobarb: 4410
Royle Family: 3689
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3263	3927	3515	code 4849
3443	3490	2267	code 4039
2548	2380	3439	code 4038
4893	4892	4889	code 4056
Ally McBeal	3711	2944	code 4347
3603	2541	3502	code 4857
3446	2106	3525	code 4269
3396	4895	3454	code 4846
5064	3449	3709	code 4272
5079	3680	3496	
3640	3577	2867	
3554	2278	2855	
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3111	4896	3451	
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“WHAT WE HAVE HERE IS A FUTURISTIC TONY HAWK’S THAT’S JUST BEEN TO SEE THE HOVERBOARD SCENES FROM BACK TO THE FUTURE II”



IN A NUTSHELL MISSION-BASED HOVERBOARDING SET IN A CORPORATE-RULED FUTURE. HANG ON...



[Above] Although the main game sees you playing as a man called Ethan, ladies are available, thank God.

When you're out to bring down a corporation, the last thing you need is gravitational problems and an argument with the laws of physics.

Not so far in the future and things are far from **Orange**. Faceless corporations control the world from their faceless corporate buildings, while street kids affect the vernacular of anglicised Teenage Mutant Ninja Turtles. Bad times indeed, doubly so because one of these corps, the GCP, has managed to harness the Earth's gravitational field as a source of limitless power. But since these suits' business is selling power, the company has no plans to tell the world of its discovery and will, in fact, do whatever it takes to shut up

those who are aware of this potentially quite handy invention. We could go on with the story, but let's just say you come into possession of some evidence of this new gravitation technology in the form of a hoverboard. Your mate has been kidnapped and 'the man' is after you – so what's to do? Board around a series of levels, smashing up stuff while busting increasingly implausible moves. Obvious really.

SK8 AGAINST THE ST8

So, like, right on. What we have here is a futuristic *Tony Hawk's* that's just been to see the hoverboard scenes from *Back To The*

Future II. The idea is that you must progress from level to level by – depending on how you look at it – destroying the machinery of corporate control or performing particular tricks on particular in-game objects. Now excuse us if we missed out on this whole anarchy thing here, but we thought that it was something about ignoring the rules, doing what you want and listening to Manic Street Preachers, not going from A to B, grinding across a specific object then waiting for further instructions. And so straight away we have problems with one of *Air Blade's* USPs, namely its mission structure. It's just so... highly structured. You have the freedom of

PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER SONY
- DEVELOPER CRITERION GAMES
- PRICE £39.99

airblade

- 1-2 PLAYERS
- MEMORY CARD
- DUAL SHOCK2



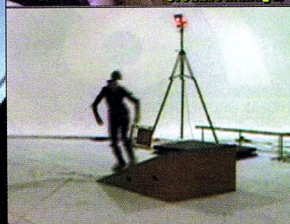
GRIND AND BEAR IT

Just because you're riding a hoverboard doesn't mean that you can't pull off some familiar skate moves – most notably, the grind. Grinding is essential since pretty much every object that's in need of smashing is only reachable by one long grind. And a lot of objects can only be destroyed by... yes, grinding. But don't worry about losing your balance – a simple tap left or right is enough to keep you level and ready for action. Bravo!



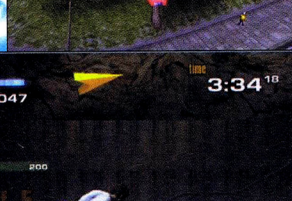
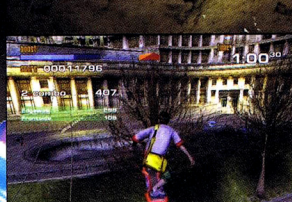
FEATURES FEATURETTE

Just like all the best DVDs, *AirBlade* comes complete with a 'making of' short movie. See the people responsible and listen to their problems, see the concept art, see how real 'sk8ers' were motion-captured for the game. The upshot of watching this lil' film is to make you empathise with the people responsible – so much, in fact, that you'll persuade yourself that the game is more accomplished than it actually is. Scary.



SHUT 'EM DOWN

Taking direct action against a corporation is easy – all it takes is the destruction of private property. Forget boycotting brands or defacing and subverting posters – just break something. *AirBlade* wants you to break stuff, but how? Put down that hammer and just get used to grinding on objects or swinging round poles. Destroying a satellite dish? Grind on it. Bustin' up a security camera? Swing around it. Need to knock out a sniper? Just pull a trick on his ass and knock him out. And you always wondered why McDonalds has 'No Skateboarding' signs on its doors.



"IT IS EXTREMELY EASY TO PICK UP WITH NONE OF THE STUNT-PULLING STRAINS DISHED OUT BY ANY OF MR HAWK'S GAMES"

Yes, the multiplayer mode – the saviour of many a dodgy single-player experience. *AirBlade* has many interesting ways of allowing you to beat off a close friend (!) and all are quite enjoyable. While only two can play at one time, eight can compete in a consecutive style. Get a big TV and enjoy.



On paper *AirBlade* should be phenomenal, a *Jet Set Radio* for the PS2. And it tries. It is extremely easy to pick up with none of



- Real antivagr devices would require the power equivalent to the energy put out by our sun.
- In a response to activists defacing their billboards Nike has responded with a new billboard campaign depicting shoes and the slogan '100 percent slave labour'.
- The world's first skateboards were originally wooden scooters that had the handles removed. And thus a thousand clothing labels were created.
- We have identified 'the man'. He currently resides in Dordrecht.



[Left] Time-based bonuses are awarded for performing the required tricks.

As is the law, the more you play *AirBlade*, the more stunts you will discover. To encourage you to stunt your way through the level rather than just, say, get to where you are going, you're rewarded with a boost bonus for tricking. This boost can be used to speed up your board – and therefore you – to achieve greater heights, either to reach particular areas or just so you have more time to perform acrobatics.



the stunt-pulling strains dished out by any of Mr Hawk's games. It looks fair, moves smoothly and you'll be smashing through billboards, knocking over police and destroying security cameras in no time. Then you're onto the next level and the whole process must be repeated. You don't even get the feeling that you are skimming around a real city, since each level is small and full of set pieces – arrive at a certain street corner and you'll always see a taxi moving from the same point. It's like you're playing in a perpetually repeating world that has more in common with a *Back to the Future*-based effects ride than it does with any city, real or imagined.

However, if you fancy beating a game in two hours then amusing yourself with a fair multiplayer mode, you could do worse than this solid yet lacklustre release



PLAY

	1	2	3	4	5	6	7	8	9	10
LOOKS	1	2	3	4	5	6	7	8	9	10
SOUNDS	1	2	3	4	5	6	7	8	9	10
GAMEPLAY	1	2	3	4	5	6	7	8	9	10
VALUE	1	2	3	4	5	6	7	8	9	10
LONG TERM	1	2	3	4	5	6	7	8	9	10

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Airwolf	4680
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Black Beauty NEW	5781
BBC Cricket Theme	4850
Battle Of The Planets	5360
Mr Ben NEW	5355
Bob The Builder	5333
Banana Splits	5316
Bewitched	4780
Benny Hill - Yakety Sax	0021
Blackadder	4683
Buffy The Vampire Slayer	4846
Charlie's Angels	1516
Captain Pugwash NEW	5766
Dallas	0035
Dr Who	4688
Eastenders & Hardy NEW	0043
Eastenders	0043
Fawley Towers	0049
Flintstones	0052
Friends	5265
Fraggle Rock NEW	5375
Father Ted	4853
Hawaii 5 O	4855
Coronation Street	4849
Dad's Army NEW	4851
Postman Pat NEW	0229
Dangermouse NEW	5334
Emmerdale	5257
Joe 90 NEW	5317
The Saint NEW	4829
The Wombles NEW	5563
Top Cat NEW	5562
Have I Got News For You	0101
Hong Kong Fury	5362
Itchy & Scratchy (Simpsons)	0075
Jamie & The Magic Torch	5363
Knight Rider	0204
Looney Tunes	0088
Muppets	0099
Magic Roundabout	4690
Monty Python	0085
Match Of The Day	0221
Neighbours	5259
New Adventures Of Superman	5365
Peanuts - Snoopy	0112
Popcorn	0117
Pink Panther	4691
Rockford Files	4862
Professionals	4859
Simpsons	0132
Star Fleet	5364
Starsky And Hutch	4863
Scoby Do	0128
Thunderbirds	0155
The Sweeney	0153
Rhubarb And Custard	0122
Rainbow NEW	4861
Who Wants To Be A Millionaire	5254
Woody Wood Pecker	5339
The Waltons	5371
X-Files	0244

FILM THEMES

Austin Powers NEW	5784
Blues Brothers	0225
Blade Runner	4684
Moulin Rouge NEW	5786
Close Encounters Of 3rd Kind NEW	5558
The Sixth Sense NEW	5986
Scarborough Fair NEW	5984
Jurassic Park	4825
Spiderman NEW	5559
Star Wars - The Phantom Menace	4827
War Of The Worlds - Main Theme	5259
Whistle While You Work NEW	5982
Dambuster March	5061
Chariots Of Fire	4687
Chitty Chitty Bang Bang	5319
As Time Goes By-Casablanca NEW	5792
Eye Of The Tiger - Rocky	4852
Indiana Jones	0199
Beverly Hills Cop - Axel F	0173
Jaws	5266
The Sting - The Entertainer	0044
Star Wars Main Theme	0151
Star Wars - Imperial March	0073
Star Wars - Return Of The Jedi	4828
Top Gun - Take My Breath Away	4864
Police Academy NEW	5778
Wallace And Gromit	4865
Pulp Fiction	4860
Superman	0152
Titanic	0157
The Great Escape	3548
Italian Job NEW	4856
Ghostbusters	4823
Hi Ho Hi Ho - Snow White NEW	6072
The Magnificent Seven	4826
The Good, The Bad And The Ugly	4854
The Exorcist	4689
Lost In Space	4858
Where Eagles Dare NEW	5422
Bridge Over The River Kwai NEW	5965
Reservoir Dogs NEW	5790

JAMES BOND

James Bond Main theme	0025
Live And Let Die	4857
A View To A Kill NEW	6047
A View To A Kill 2 NEW	6048
Diamonds Are Forever NEW	6049
License To Kill NEW	6052
Never Say Never Again NEW	6053
Octopussy NEW	6054
The Living Daylights	6055
The World Is Not Enough NEW	6056
From Russia With Love NEW	6057
Goldeneye NEW	6058
Goldfinger NEW	6059
Man With The Golden Gun NEW	6061
The Spy Who Loved Me NEW	6063
Thunderball NEW	6064
Tomorrow Never Dies NEW	6065

WRESTLING

The Rock	1836
It Just Feels Right - Lita	4835
Kurt Angle	3480
Medal - Kurt Angle	4837
Out Of The Fire - Kane	4862
Shooter - Chris Benoit	5254
The Game - Triple H	4840
Stone Cold Steve Austin	3481
Undertaker (New)	3484

MOST POPULAR

Can't Get You Out Of My Head - Kylie	5536
Eye Of The Tiger - Rocky Theme	4852
Castles In The Sky - Ian Van Dahl	5273
Italian Job - Film Theme	4856
21 Seconds - So Solid Crew	5390
Blow Ya Mind - Eve	5349
Mission Impossible 2 Theme	0094
Follow Me - Uncle Kracker	5417
Purple Hills - D12	5271
Rainbow TV Theme	4861
Simpsons - TV Theme	0132
Perfect Gentleman - Wyclef Jean	5272
Pulp Fiction - TV Theme	4860
Celtic - Football Anthem	3547
Lets Dance - Five	5399
Too Close - Blue	5502
Can He Fix It - Bob The Builder	5333
A Team - TV Theme	4847
Hawaii 5 O - TV Theme	4855
Badboy For Life - P Diddy	5550
Angels - Robbie Williams	0268
Heaven Is A Halfpipe - OPM	5215
Lady Marmalade - Christina Aguilera	4766
Real Slim Shady - Eminem	1515
One Minute Man - Missy Elliot	5392
It Wasn't Me - Shaggy	3705
Do You Really Like It? DJ Pled Piper	4640
Angel - Shaggy	4633
Stan - Eminem	1511
The Way I Am - Eminem	1579
Crazytown - Butterfly	3744
Clint Eastwood - The Gorillaz	3721
Changes 2-Pac	0294
Missing You - Puff Daddy	1584
Rock DJ - Robbie Williams	1585
Rollin' - Limp Bizkit	3673
Teenage Dirtbag - Wheatus	3690
Who Let The Dogs Out - Baha Men	1576
Another Chance - Roger Sanchez	5213
Dancing Queen - ABBA	1507
Drops Of Jupiter - Train	5346
It's Raining Men - Geri Halliwell	4455
Little L - Jamiroqui	5350
Sex Bomb - Tom Jones	0374
S*** On You - D12	3722
Simply The Best - Tina Turner	5309
Suspicious Minds - Elvis Presley	3755
Take Me Home - Sophie Ellis Bexter	5431
Too Close - Blue	5502
Walk This Way - Aerosmith	0005
Whole Again - Atomic Kitten	3670
Eternal Flame - Atomic Kitten	3322
Light My Fire - The Doors	0086
The Final Countdown - Europe	0033

FOOTBALL

Glory, Glory - Manchester United	4134
Blue Moon - Manchester City	4130
Celtic	3547
Round The Mountain - Arsenal	4131
Here We Go	4135
Forever Blowing Bubbles - W Ham	3543
Nessun Dorma - World Cup	5252
The Way To Go Home	5512
The Liquidator	4845
The Wild Rover	5310
Three Lions - England	8503
Vindaloo	3542
When The Saints Go Marching	3544
You Are My Sunshine	5462
Never Walk Alone 2 - Liverpool	3545



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	Good evening, You's have...
11217	All I
	Booyakasha!!! I's not answer.
11096	Austin Powers
	Like, no ones home, baby...
11111	Mission Impossible
	Hello, your mission...
11231	South Park
	This is Cartman, I'm not con..
11126	Bohemian Rhapsody
	Is this a real voice? No this is..
11263	Bondage
	This is Honey Lovepat. I'm all..
11001	Dial an Asshole
	Thank you for calling Dial an...
11119	TV - Simpsons 2
	Hello, you've reached the home..
11104	Silence of the Lambs
	I do wish we could chat long...
11223	Richard Wilson
	Wharf??? ... I'm supposed to...
11114	Siemly foxes & Horses
	...there's no one available to...

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eg to order James Bond Tone, send
R Tone 0025 to 83636.
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Writer Mark Crawley

PLAY 

■ UK PAL
■ PLAYSTATION2
■ PUBLISHER
MIDWAY
■ DEVELOPER
IN-HOUSE
■ PRICE
£39.99
■ RELEASE DATE
OUT NOW
■ 1-2 PLAYERS
■ MEMORY CARD
■ DUAL SHOCK2

ARCTIC THUNDER

It's... wait for it... snow joke! [Groan]

Not knowing what to say, being literally lost for words... such pen-wilting occurrences must stand as every reviewer's most

dreaded nightmare (disregarding the general cacophony of fears which besmirch the constitution of all – y'know, like waking up to find your now-absent eyebrows have taken over the world, leaving you both stupid-looking and despised... the usual stuff). Despite this fact, *Arctic Thunder* is not frightening at all... it's simply so nut-twistingly rank, so grit-sandwichedly unpalatable that any speechless incredulity invariably gets rammed into your brain with more than enough force for it to pop right out the other side, leaving you utterly

stunned and gasping with an enlightened sense of faecal awareness.

To liken *Arctic Thunder* to crap doesn't so much reveal anything insightful about the game as grant one a deeper understanding as to just how crappy crap can be. It's so busy wanging as much stuff on-screen as possible that it never stops to think about giving you, the player, Mr Primus Ludius, a chance to partake. Every superficial element you could ask for in a racer has been shoehorned in, then injected with testosterone without the slightest thought for any supporting mechanics of play. Press X, watch the frame rate suffocate and wait to randomly come either first, last or somewhere in-between – there is, I contend, no game here. An utter Arctic Blunder. **13%**



[Below] No matter what you think of the arcade machine, avoid this cynical ploy for your cash.



Writer Will Johnston

PLAY 

■ UK PAL
■ PLAYSTATION2
■ PUBLISHER
ELECTRONIC ARTS
■ DEVELOPER
EA SPORTS
■ PRICE
£39.99
■ RELEASE DATE
OUT NOW
■ 1-2 PLAYERS
■ MEMORY CARD
■ DUAL SHOCK2

MADDEN NFL 2002

Like before but with more spit, polish and cheerleaders.

We remember the days when we told ourselves that all we needed was to buy the best game in each

genre to complete a top-notch collection. But those innocent days are gone, and any idea that a publisher would sell you the final word in game design is replaced with bitter real-world realisation. So we have *Madden 2002*, which at first glance is exactly the same as *Madden 2001*. Now we liked *Madden 2001*, we liked it a lot. So why, only a few months later, are we being asked to fork out more cash for what is basically the same product? Because this time round there are subtle yet not

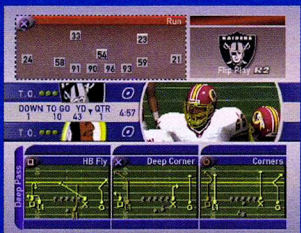
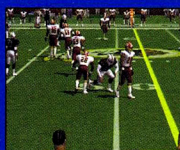
insignificant and most welcome changes that help make 2002 the best *Madden* yet. Damn them... why could they not have implemented the fantastic Player Editor last time? Why couldn't they have made it easier to get into last time? Why now a better interface, sideline players, cheerleaders and cool boxes?

It all goes to make this the better game, true. And if you don't own 2001 and are at one with the rules of American football then be our guest and spend the cash – you will be very happy. The rest of us, however, will just be left wondering if EA hasn't already made the ultimate PS2 game of gridiron and is just selling us cut-down versions one year at a time. Nah... **91%**



[Below] One day the ultimate American football game shall arrive and we can all go home.

"SUBTLE BUT WELCOME CHANGES MAKE 2002 THE BEST MADDEN GAME YET"



Writer Will Johnston

PLAY 

■ UK PAL
■ PLAYSTATION2
■ PUBLISHER
■ INFOGAMES
■ DEVELOPER
■ BEYOND GAMES
■ PRICE
■ £39.99
■ RELEASE DATE
■ 2 NOVEMBER

■ 1-2 PLAYERS
■ MEMORY CARD
■ DUAL SHOCK2

MOTOR MAYHEM

Twisted Metal for the uninitiated.

Gladiatorial combat in vehicles, now that is high-concept. Contestants driving improbable cars and bikes through improbable arenas using improbable weapons – could work. Could be great, as proved by the off-and-on *Twisted Metal* series. And then we have this attempt at the genre, which seems to have been in production since early 1999. We know this because *Mayhem*

comes with DVD-style extras that show early concept sketches of the game's characters. So straight from the off we can tell that a lot of work has gone into it. But what's the result? Apathy, oddly enough. The arenas are nowhere near the size that, thanks to *Twisted Metal Black*, we are now used to. The vehicle and character designs seem to have been built from a kit consisting of ideas from games that share a similar theme, and in such a hurry that someone forgot to add grime and wear definitions. This cleanliness takes away any personality from the game, since you might as well be pushing toys round a bathtub as racing around, killing mutants. Though the weapons are of the big and meaty variety, again their surgical cleanliness destroys any 'wow' factor. Thoughts that the two-player

game could save *Mayhem* from the heap of banality are shattered when you notice the unforgivable level of frame dropping. Not a total failure, but certainly not what you'd expect from a forty-pound game. **69%**



Writer Will Johnston

PLAY 

■ UK PAL
■ PLAYSTATION2
■ PUBLISHER
■ ACTIVISION
■ DEVELOPER
■ BBC MULTIMEDIA
■ PRICE
■ £39.99
■ RELEASE DATE
■ OUT NOW

■ 1-7 PLAYERS
■ MEMORY CARD

THE WEAKEST LINK

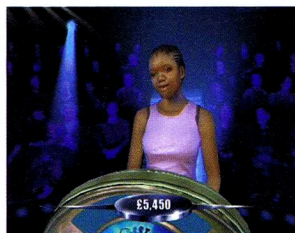
Here's to you Mrs Robinson...

Getting a state-of-the-art entertainment system to ask you and your friends a series of questions could never really be described as 'a feat'. Strap it together with occasional clips of 'British Bitch' Anne Robinson and some contestants built of odd geometry and contorted faces and in essence you have this latest weapon in the war of the silicon quiz shows.

No, you don't get to win money, but it seems that that was never really the point of the show, since its paltry payouts were always dwarfed by the titular amount offered by *Who Wants to Be a Millionaire?* Nope, *The Weakest Link* is a far darker affair where contestants are forced to work together for

the common good, then pounce like hyenas on the first poor sap to make a boo-boo. And so since it's baying to the more repugnant sectors of the human psyche rather than wowing with big, big money the PS2 version is allowed to be far more accurate to the original show than any Tarrant vehicle might be. Yep, if you can get past how thoroughly annoying the Robinson FMV becomes, and somehow escape the anger resulting from the way she always manages to force the name of the bloody show into one single bloody word ("let's play 'theweakestlink'") you will find a perfect multiplayer quiz experience. You can even select the difficulty and how much you want Mistress Robinson to chastise you. Charming. **80%**

"THE PS2 VERSION IS ALLOWED TO BE FAR MORE ACCURATE TO THE ORIGINAL SHOW THAN ANY TARRANT VEHICLE MIGHT BE"



[Above] Why do people insist on answering questions asked by a TV?

Writer Will Johnston

PLAY 

■ **US**
■ **PLAYSTATION2**
■ **PUBLISHER**
CONSPIRACY
ENTERTAINMENT
■ **SUPPLIED BY**
PROJECT K
■ **EXPECT TO PAY**
£50-60
■ **RELEASE DATE**
OUT NOW
■ **1 PLAYER**
■ **MEMORY CARD**
■ **DUAL SHOCK2**

HIDDEN INVASION

Unbelievable for the wrong reasons.

We get many letters from those of you who want to know how they can get into the games 'industry'. Well,

if this example is anything to go by it seems that one of the qualifications you might want to list is that you have never played a videogame in your life. No, none at all – not even *Snake* on your mobile. Come to think of it, it's probably pretty handy if you've never played any game of any sort ever. You'd only end up with a base from which to be self-critical of your work. Right, this is a three-dimensional fighting game in the manner of the never-popular *Fighting Force* series of old. You play a bloke (or a lady!)

who looks like a cross between Duke Nukem and one of those guys from the Dire Straights *Money For Nothing* video, and you've been called in to clean up an urban terrorist threat. You do this with the aid of obscuring camera angles, slow reactions, moves which force you to fight in the wrong direction, clumsy controls and a loading time that exceeds all expectations. Do yourself a favour, let the bad guys win. **21%**

“DO YOURSELF A FAVOUR, LET THE BAD GUYS WIN”



[Below] This one's not unlike eating kilos of dried rice followed by a gallon of water.



[Above] Looks like the spider just caught a couple of flies so don't move, it's quicker that way.



PLAY 

■ **JAPAN**
■ **PLAYSTATION2**
■ **PUBLISHER**
SONY
COMPUTER
■ **SUPPLIED BY**
PROJECT K
■ **EXPECT TO PAY**
£50-60
■ **RELEASE DATE**
OUT NOW
■ **1 PLAYER**
■ **MEMORY CARD**
■ **DUAL SHOCK2**

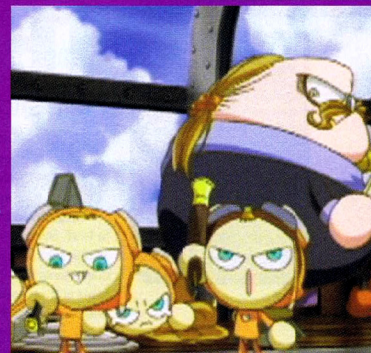
SKY GUNNER

Cute but deadly – just like Atomic Kitten.

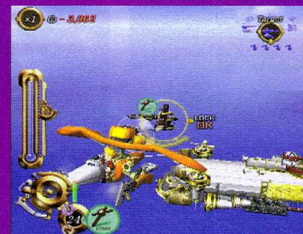
Now here's a little gem that's sure to make even the most serious gamer (an oxymoron, surely) get a bit gooeey. Set in a world that bares closer resemblance to the camp-techno Victorian age as depicted in the old Dr Snuggles cartoons than reality, *Sky Gunner* is basically an into-the-screen shoot-'em-up with a few significant differences. Most notably, the view is always looking toward a selected target while your ship can fly in any direction – even toward the screen. This makes for some unusual yet still remarkably fun dogfight situations, especially when you take into account the game's chain attack system. Each enemy has an HP value

which depletes with shots. Lay in a series of accurate shots and the craft will blow with a large blast radius, catch another craft in this explosion and you're rewarded with a chain bonus and an even bigger explosion... and so this chain can continue.

This is quite a charming little game that only loses the battle when you notice the rather significant slowdown that occurs when you take on some of the larger aircraft. Hopefully this problem will be ironed out for a top PAL release. **80%**



[Below] Once you've got used to the odd control method you'll be away.



“QUITE A CHARMING LITTLE GAME THAT ONLY LOSES THE BATTLE WHEN YOU NOTICE THE RATHER SIGNIFICANT SLOWDOWN”

All prices correct at time of going to press - all items subject to availability

PREVIEWS COMING SOON LATEST GAMES



[Left] This time round expect greater leniency and more training sections. Cool.



expected release date
JAN 1 2002
PUBLISHER
Sony
GENRE
Party Game
1-2 Players
96% Complete
Anticipation
★★★★



PARAPPA THE RAPPER 2



[Above] Lammy makes an appearance, but seems to be having a bad fleece day.

Still neurotic but not yet neutered...

Sensitivity, insecurity... not words you'd usually use to denote the mindset of bad-boy rappers in the mould of **Or** Dirty Bastard, Busta Rhymes and, to a lesser extent, MC Hammer... oh, and that bloke out of Boyzone with the funny shaven eyebrow. Parappa, of course, is different. He's full of frailties, self-doubt and a need to express himself with the aid of two turntables and a microphone. He's also a dog whose best friends include a sexualised shrew, an indie-rock lamb and a bear. Oh yes, the psychoanalyst's dream that is *Parappa the Rapper* is back, and so the rhythmic tale continues on PS2. And the story? Something about a corporate conspiracy to control world governments and weather systems. No, actually it's about the prominence of noodles in Parappa Town. Somebody, somewhere is to blame for this sudden abundance of flour-based fast food. Somebody, somewhere is pulling the strings, and you can bet that our hero will find out

who it is - then sing a duet with him or her. It's going to be business as usual for fans of the (if you count *Um Jammer Lammy* as a *Parappa* game) series, as you play a game of follow the leader, learn a few lyrics of a song then match it using the symbol and shoulder buttons. This can only be good news, especially with the addition of a sub-game, a TV show called *Romantic Karate* that features Chop Chop Master Onion and an ant who sounds unsettlingly like Barry White. We know, you've gotta believe!





[Above] Beard Burgers: More popular than hairy clams yet amazingly, twice as fattening.

[Below] Shaggy used to be in the army, now Parappa gets to join 'em. "Me wynd ya body!" indeed.



ONIONS!

LEFT, RIGHT, CHOP, CHOP

Baby onions hold up target, Parappa hit target very hard, target fall down. Hai!



[Below] She's a lamb, yet still she reminds us of Sonia out of Echobelly. What did happen to that Britpop explosion anyway?



"HE'S FULL OF FRAILTIES, SELF-DOUBT AND A NEED TO EXPRESS HIMSELF WITH THE AID OF TWO TURNTABLES AND A MICROPHONE"



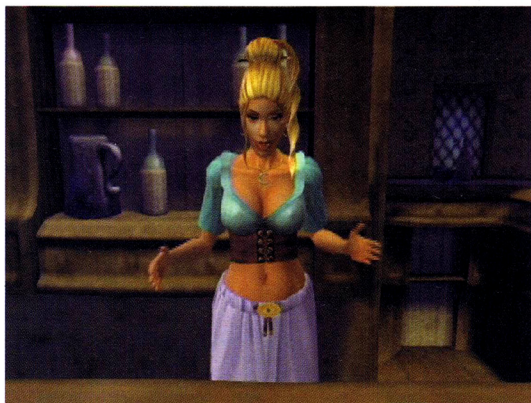


"ACTION RPGs HAVE NEVER HAD THIS LEVEL OF DETAIL BEFORE"

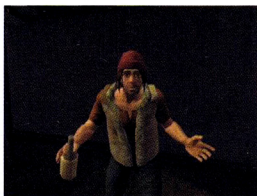


Indeed. Let's see our little ambush has won us.

BALDUR'S GATE: DARK ALLIANCE



[Above] "You should have seen it, I almost choked!" Game bird with large knockers shock.



Charisma plus six, Ranger gains one level, Sorceress drops bodice.

Hang on a minute, we've just managed to get the Ranger and Sorceress to run about and kill giant rats while practically naked. Wow, when she launches a fire attack the light shows

off the tones of her perfect skin. This is amazing...

By their very nature role-playing games are not usually what you would describe as sexy, being obsessed with numerical detail and ignorant of any real action and finesse. However, *Dark Alliance* is striving to be different by taking all the detail of the *Dungeons and Dragons* rule set and incorporating it into an action adventure much in the style of the pleasing PSone crypt stalker *Diablo*. Then it bathes itself in more visual flare than the genre should be allowed, with special mention going to the high level of detail imbued in the characters – check out the barnaid, she moves and all of a sudden you wish you were made of the same quality of pixels. And she's not a cut-scene either, the camera has just swooped down from the game's usual top-down perspective. Beautiful.

Action RPGs have never had this level of detail before, from the lighting and stupefying ripple effects of the water to the realistic behaviour of the enemies – it is all set to redefine what you can expect when you next explore a catacomb. We'll shortly be strapping on our leather thongs to bring you the review that will give you a plus ten to intelligence and charm.



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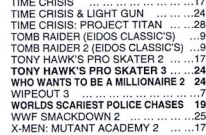
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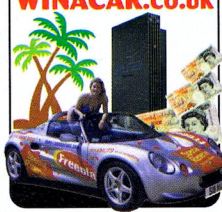
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expected release date
NOV 2001
PUBLISHER
THQ
GENRE
Kiddie Platform
1 Player
95% Complete
Anticipation
★★★★★



SCOOBY DOO AND THE CYBER CHASE



Those 2D favourites now
in 3D – how ironic.

**“NOTHING TOO TAXING...
BASICALLY ALL A GROWING
KID NEEDS TO BE BROKEN
INTO THE WORLD OF THE
PLAYSTATION. JEEPERS”**

Couldn't have a show without ya!

Scooby Dooby Doo from THQ... okay, no more attempts at rhyme, let's just see what this latest Hannah Barbara toon-to-game has to offer. Right, we remember that the whole thing about Scooby Doo and his draft-dodging Mystery Machine mates was that they were kitsch Sixties archetypes of drop-out slackers. Well, no. The gang now exist, cravats and all, in our present and they've gained the ability to be self-referential. In *Cyber Chase* they know they are in a computer game (like, wow) and they know that their game has become infected with an evil virus. It's up to you to guide them through various levels, chuck pies in adversaries' faces and defeat this infection from within the game. It's all very ironic stuff, yet aimed at the (hopefully) irony-free youngsters. Maybe

that's the final irony – who knows. Each level is set to be a straightforward scroll through themed territory where the gang must individually (no team play here) jump over boxes and gaps, collecting Scooby Snacks and replacement pies. Nothing too taxing, no real conundrums to solve, basically all a growing kid needs to be broken into the world of the PlayStation. Jeepers.





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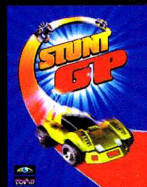


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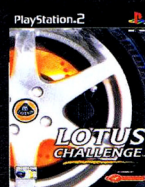
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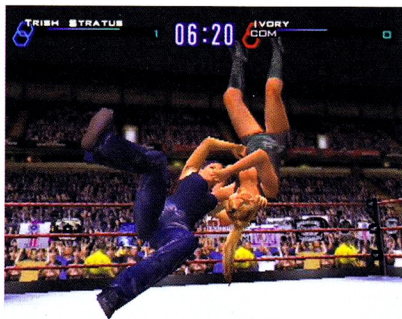
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[Below] Hoorah! Where's the mud?



Estimated release date
NOV 1 2001
PUBLISHER
THQ
GENRE
Sports Sim
1-4 Players
90% Complete
Anticipation
★★★★

WWF SMACKDOWN!

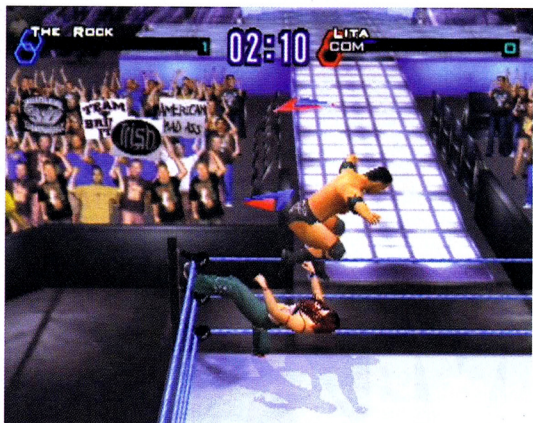
JUST BRING IT

But I thought YOU had it...

Given the target audience of the glammed-up psycho drama that is modern day wrestling, THQ's previous commitment to providing fans with worthy gaming material has been admirable. We use the past tense, however, because as popular as the 32-bit formula has proven, we should really be seeing a little more than a hi-res reworking for the PS2 debut of the series. Yup, you guessed it... we're in 'same engine, more polygons' territory here. Don't let this fact fool you into thinking that *Just Bring It* has made any significant aesthetic ground over its predecessor though – the oddly rendered mouths and cardboard-like hair currently on

show only serving to grant *Know Your Role's* relatively ambiguous features renewed appeal.

The pitfall facing *JB1* is an obvious one: wooden animation and unresponsive controls may have been acceptable given the PSone's technical limitations, but it will take more than sheer breadth of content for such to pass muster on a 128-bit platform. *Just Bring It* is already as entertaining as its forebear and even more comprehensive, but as a tweak rather than an overhaul it instantly appears destined to leave a wide open gap in the market for a more ambitious, daring approach to the subject matter. Until then, however, those who follow WWF more fanatically than videogames will doubtless have a field day.



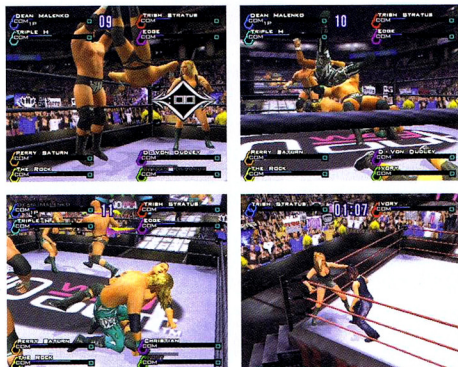
[Above] Didn't The Rock's mum ever teach him that only cowards fight girls?



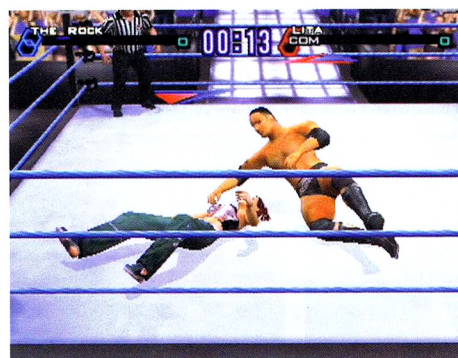
“THOSE WHO FOLLOW WWF MORE FANATICALLY THAN VIDEOGAMES WILL DOUBTLESS HAVE A FIELD DAY”



[Above] "Ha! Thought you could surprise an old man, eh?"



[Above] Dunno, where's she been?



BASS STRIKE

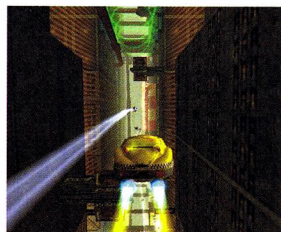
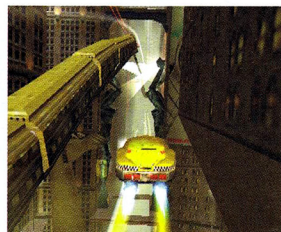
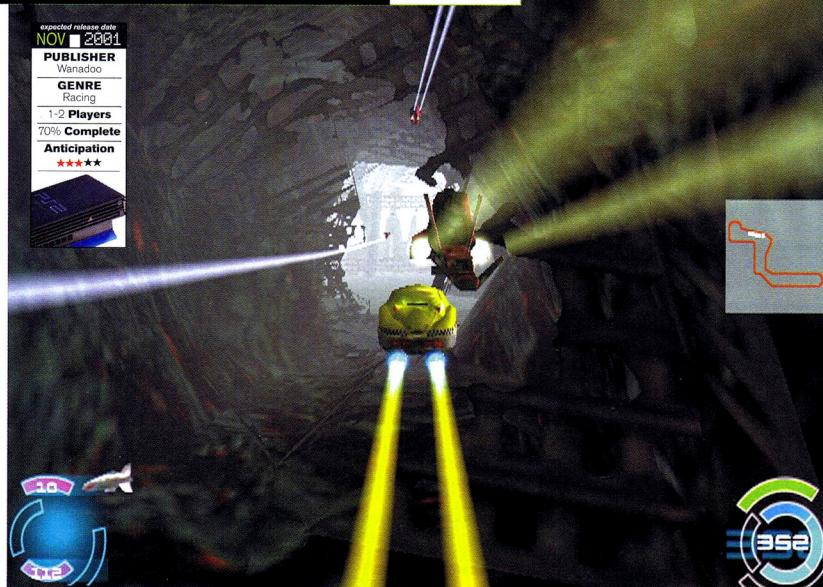
We're going to need a bigger boat!

Fishing is the most popular outside sport in the UK. Wow. Just think, each weekend literally loads of people are dipping their rods and spooling out into dark, highly charted waters in an attempt to pull a fast one on a dumb animal by making them believe that a vicious spike is actually some nutritious food. And so man's attempt to dominate the beast world spans across to the PS2 in the glittering and oh-so-tempting form of *BASS Strike*, a fishing simulation with a touch of an arcade

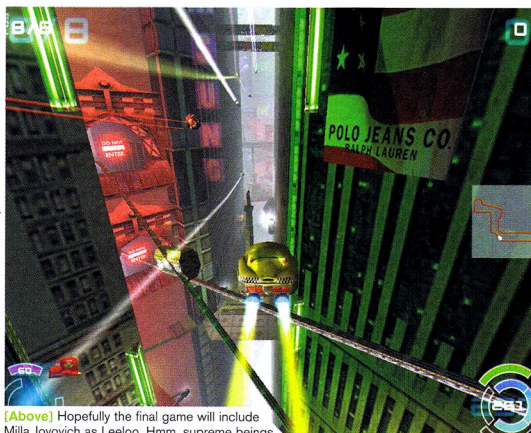
personality. The game boasts seven full 3D lakes packed with barely intelligent life forms that are just waiting to be tricked out of existence. But hey, this is a simulation, so no creatures really get hurt, or mentally scarred after being ripped from their natural environment. And just for that added cold-blood sport authenticity it all has the licensed backing of BASS inc, the world's largest fishing organisation responsible for magazines, tournaments and other such fishy business across the planet. It's coming, so are you ready?

"AN ATTEMPT TO PULL A FAST ONE ON A DUMB ANIMAL BY MAKING THEM BELIEVE THAT A VICIOUS SPIKE IS ACTUALLY SOME NUTRITIOUS FOOD"





NY RACE



[Above] Hopefully the final game will include Milla Jovovich as Leeloo. Hmm, supreme beings.

“EACH VEHICLE WILL HAVE ACCESS TO BONUS EFFECTS AND WEAPONS BASED ON EACH OF THE TITULAR FIVE ELEMENTS”

Being a racing game based on the movie *The Fifth Element*.

Luc Besson's 1997 sci-fi spectacular may have had its critics, who may have rightly pointed out that it favoured visual pazazz over a decent script, story and character development, but at least they all agreed that Besson's lollipop future New York looked stunning, especially in scenes where hundreds of flying cars packed the urban skies. Now, just four years after the movie faded from our screens (but not our memories) we will have the chance to race around this futuristic wonderland without having to resort to cryogenic refrigeration. Kallisto, the developer of *NY Race*, has had access to all the film's artistic resources, which has allowed the company to not only provide you with accurate models of vehicles from the movie, but also ones that never made it past the preliminary design stage. Since you can now race in three dimensions, special regard must be paid to your relative height to other players, as you will lose speed when climbing and reach terminal velocity in a dive. Strategic planning, it seems, will be important, doubly so when you consider that each vehicle will have access to bonus effects and weapons based on each of the titular five elements. That is all.

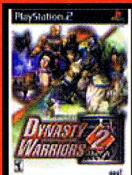




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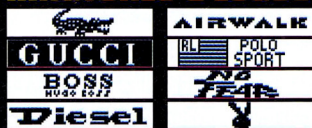
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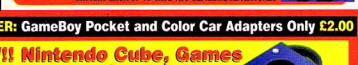
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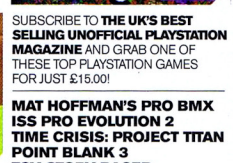
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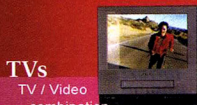


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StationMaster

Welcome to **StationMaster**, where we provide the latest cheats, tips and codes for the hottest releases. If you have any cheats or requests then feel free to contact us at the address shown below...

Q&A

questions&answers

Q. I'm stuck in *Silent Hill* and I want to finish it before I splash out on the sequel and a PS2. What shall I write on the word pad next to the Grim Reaper's List in the hospital? Peace out.
Kevin Jones, The Ghetto

A. We are not sure what you shall write, but we sure as eggs know what you should write. And it goes a little bit like this:

If you arrange the names on the list in order of their ages (as the riddle suggests) you get:

18 Albert Lords

35 Lydia Findly

38 Edward C Briggs

45 Roberta T Morgan

60 Trevor F White

Now the first letter of each name spells out the word 'ALERT'. So input this on the keypad to open the locked door.

Q. I've been stuck on *Broken Sword* for years now and... [Snip - Ed]
Miles Franks, Somerset

A. Look, we are sick of hearing about any aspect of *Broken Sword* so don't ever, ever, ever write in to us again. It's ancient, it isn't relevant to the majority of readers and we've been giving out little Q&As about it since it was released sometime last century. Just get a new game or something.

Q. I've played *Resident Evil* right through to what I think is near the end of the game, but am now utterly stuck on what to do next. Basically, I've reached the outside water fountain with the references to Wolves and Eagles, but I don't understand what they're on about and how to open the fountain.
Ben Quasar, Dublin

A. The answer to your problems lies inside the *Doom* books, Carl. If you have obtained both books, you need to take them with you to the fountain. Go to the inventory and do a 'Check Item' on each of the books - you'll now be able to rotate the books around so that the pages are facing outwards. Then, by tapping the X button, the books will fly open to reveal two medals inscribed with Wolf and Emblems. Now simply insert each of these medals into the appropriate slots on the fountain and, as if by magic, the whole thing will open, revealing the hidden underground laboratory.



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SPIDER-MAN 2

ENTER: ELECTRO

EXIT: ANY SIGNIFICANT PROBLEMS.

Unlock everything with these exclusive cheat codes. Enter them on the Cheats screen to make it shake and Stan Lee will say "Excelsior!"

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CEREBRA Unlock Training (Challenges)
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ALIEN Big Head Mode
STACEYD Big Feet Mode
VISIONS What If Mode
VVHISCRS Vicarious Visions' High Scores

VULGAR VERNACULAR

If you attempt to enter a naughty word in the Cheats menu, Spidey will hop up and punch it into something less confrontational. Bless him...

MOVIES, HEADLINES & CHARACTERS

The cut-scenes and newspaper headlines are unlocked in the Gallery as you proceed through the game. Complete it to get them all, along with all the character biographies.

STORYBOARDS

The game's prototype sketches are unlocked by completing the game.

PARKER'S PORTFOLIO

Every time you beat one of the bosses, a piece of artwork showing the battle will be unlocked in Parker's Portfolio.



THESE NURSES ARE REVOLTING. LOW PAY, APPARENTLY.

At the Option menu, press one of the top two shoulder buttons. This will display an extra Options menu with Map Zoom and Blood Colour, amongst others too horrific to print here.

No real surprise to hear that upon completing the game, start another game and enter the extra Options menu to access new features.

You'll get a Bullet Adjust option, allowing you to add more bullets to the standard pick-up size. Also, and most disgustingly, you can get rid of the game's cool 8mm film effect. Quite why.

we don't yet know or appreciate. You can do away with distortion and once you've completed the game on all difficulties you will mix up the order of the puzzles if you play again on the hard setting. Startling.

Finish the game on the normal difficulty and normal puzzle difficulty settings then start a game in order to find a chainsaw amongst the logs that are located just before the cemetery.

Unlocking all five endings then start a new game to see all the signs.



Q. I've completed *Ridge Racer Revolution's* first three normal tracks and the first of the extra tracks, but that's as far as I can get. I am pretty sure that with the hidden cars I'll be able to complete the game in no time at all. So how about it? Are there any cheats to get the 13th Racing, 13th Racing Kid and White Angel cars?

Martine Flute, Aldershot

The only way to access the three hidden cars is to legitimately beat them on their respective tracks - there are definitely no hidden cheats that allow you to skip the effort and obtain them unfairly. Might we suggest that you start with the first 13th Racing car on the Novice Time Trial track and then work your way upwards. Unlike the original *Ridge Racer* game, though, you don't have to race a perfect lap without hitting anything - the key is to just keep an eye in your rear-view mirror and then block the sneaky git as he tries to overtake you. Once you've got the first car, the second is no problem, but you'll still have to work like mad to beat the White Angel.

Q. How do I get past the goat in the castle in *Broken Sword*?
J Smiles, Evesham

A. Argghhhhhhhhhhhhhhh!

more **Q&A** next month



**THE SPORTS EQUIVALENT OF CHESS,
OR SO THEY SAY...**

On the Rosters menu, select Create Player and create one. Then go to Edit Player on the Rosters screen. Press $\uparrow$ or $\downarrow$ to choose the player you want to edit. Press $\Rightarrow$ to get to the speed category. Press $\times$ twice. Now select Attributes and you can increase them all to 99. You can edit other players to increase their statistics too.

249 and 274 will each unlock a classic team from the past in Exhibition mode, from the '58 Colts to the '99 Rams.

The Player Cards numbered between 275 and 290 will each unlock a year's All-Madden team for use in Exhibition mode.

The Player Cards numbered between 291 and 298 will each unlock a fantasy team for use in Exhibition mode, including Mummies and Monsters.

After the first season in Franchise mode, do the expansion draft to get the Houston Texans.

The Player Cards numbered between



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Complete all Chase missions in order to unlock Time Attack mode and the Final Rescue mission in Mission mode.

DISASTER MODE

Get an 'S' rank on the Final Rescue mission in order to unlock Disaster mode.

CHASE CAR MODE

Achieve an 'S' rank on the bus chase and at least an 'A' rank on all Rescue missions.



X-MEN: MUTANT ACADEMY

MASTER CODE

At the main menu, press Select, ↓ R2, L1, R1, L2 to unlock all the features. To use Spider-Man, highlight Cyclops and hold L1. To use Professor X, highlight Magneto and hold that very same letter.

JUGGERNAUT

Finish the game using all default characters and Psylocke whilst in Arcade mode.

PROFESSOR XAVIER

Complete the game as Juggernaut. Highlight Magneto and hold L1 when selecting a character.

SPIDER-MAN

Defeat Spider-Man in arcade, then complete. Highlight Cyclops and hold L1 at the Character Selection screen to get the neighbourhood-friendly arachnid.

PSYLOCKE

Finish Arcade mode as Wolverine.



METAL GEAR SOLID 2: SONS OF LIBERTY

OBVIOUSLY, THIS IS FOR THE DEMO VERSION BUNDLED WITH Z.O.E.

JUMPING ON GUARDS

On the lower deck you can jump over the edge of the staircases onto the tops of guards. It takes good timing and you may get spotted, but by that time your target will be out for the count.

GRENADES

Grenades can be shot away to a safe distance if you are quick enough in first-person view.

GUARDS WITH AN EYE FOR THE LAYDEEZE

Leave the locker with the poster girl open, then gain the interest of the guards. Hide in another locker and your adversaries will pause to check out the chick's charms long enough for you to make a stealthy exit.

TARPING OLGA

Shoot the tarp strings before Olga to stop her doing it, thus blocking your view. You can also shoot out the glaring light to... reduce the glare.

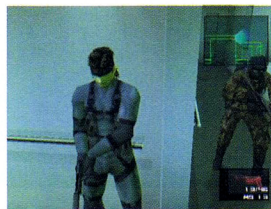
PULL-UPS

Hang from a rail and press L2 and R2 to

do pull-ups. After your 100th pull-up, Octacon will congratulate you and your Grip meter will now drain at a slower rate. Handy...

SMOOTCHEY WOOTCHIES

Back to the bikini lass in the locker room. Hide in the locker with the poster then zoom into various areas of her anatomy to hear Snake snog the image. The longer you zoom, the longer the smooch sounds for. Tasty. Do this too often, though, and Octagon will call you to tell you to quit messing around. Snake's face will now show his concern.



MOTOR MAYHEM

Twist that metal till it goes black.

BUZZSAW

Select the harder difficulty settings then win Eliminator, Deathmatch, and Endurance ranks whilst playing with the same character.

CITY CANAL LEVEL

Complete the Deathmatch level under the normal difficulty.

DOWNTOWN LEVEL

Complete the Eliminator levels under the normal difficulty setting.



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Writer Paul Gannon

TIME CRISIS 2

IT'S TIME TO GET OUT YOUR GUN AND SHOOT A LOT OF TERRORISTS. LET'S SEE IF WE CAN MAKE A DRAMA OUT OF A CRISIS...



PLAY SECRETS

AUTOMATIC WEAPONS

To collect this lovely gift, complete the Story mode twice.

UNLIMITED AMMO

To get all the ammo you could possibly want, complete the Story mode three times.

WIDE-EFFECT AMMO

To get your hands on this improved ammo, complete the Story mode four times.

MIRROR MODE

To open up this option, complete the Story mode without using any continues at all.

UNLIMITED CREDITS

Just keep losing in Story mode – every time you do so, you'll be given an extra credit. When you lose with nine credits, you'll start with unlimited credits thereafter.



ORANGE GUYS

When playing solo, at certain points in the game you can switch to the other character's path. The option to change route occurs every time two orange-suited baddies appear on screen. In general, shoot the left one first and you'll follow Keith's path; shoot the right one first and you'll take Robert's route. Usually, the result is just a different perspective for the next scene. However, at certain points you'll actually take a different route to your partner; for example, after the monument shoot-out in Stage 1: Area 1.

Note: Throughout our guide, we've indicated when these orange men appear with the icon on the top-left of this box.

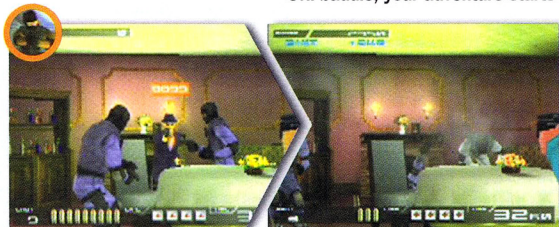
PLAY TOP TIPS

HOT SHOT

The more hits you can make in a row, the more points you can score. To increase your chances, try to place a couple of hits on each terrorist before he goes down. However, should you miss, you'll have to start over again.

STAGE 1: AREA 1

After the prologue in which Cynthia gets a bit of a slapping from the evil baddie, your adventure starts in the very room the cut-scene ends.



01 As soon as you start, go for the Boss first. Although this won't kill him, it'll get him out of the way quickly so you can kill the two terrorists on either side of him. After this, a whole host of baddies appear – keep an eye out for them popping out from behind the table, the sides of the screen and behind the drinks cabinet. This first stage is a bit of an onslaught, so keep alert and only reload if you absolutely have to.



02 After dispatching all the villains in the first room, you'll either head out to the landing, or jump down into the restaurant area. Either way, you'll attack the same bunch of gunmen. There's a table in the centre of the screen that the majority of the terrorists will appear from behind, but keep an eye out in the distance (particularly the phone box) for the odd one or two who'll try to attack with larger weapons.



03 The action now moves to your left where the same basic onslaught from the last screen continues. Be aware that a lot of the more deadly attacks here will be from those terrorists who quickly appear from the sides of the screen and then fire at you before hiding again. Be prepared to duck if you see a quick flash of red, as it will prevent a serious loss of health.



04 If you've been up on the balcony till now, you should now drop down into the outside seating area of the restaurant. Again, watch out for those bad guys who appear from behind the tables, and be especially careful of those who appear further back – they'll be harder to shoot and will appear in awkward positions, making a clear shot more difficult.



05 This next section can be dealt with very quickly if you avoid trying to take out the terrorists individually. Notice that big oil tanker in the background that is just crying out to be shot? As soon as you reach this screen, just unload your gun at the tanker and BOOM, watch half a dozen bad guys get blown to smithereens! This attack should also boost your score as well.



06 The next screen features a lot of hard-to-shoot terrorists. As they pop in and out from behind the monument, they'll fire whatever they can at you. The only ones to really watch out for, however, are the green-suited guys with the rocket launchers who have a nasty habit of aiming directly at you every time they shoot! For this screen you're going to have to be quick on the trigger to avoid injury.



07 After the last gunfight, the action takes you on an alternative route to that of your partner (up until this point you've just been covering each other). If you head to the left, you'll face a shootout in front of a clothes store. If you head to the right, the battle will take place on the steps of a large building. In either case, there are a few terrorists (but not as many as before) to dispatch.



08 The last part of this area is a small boss-type battle that, although not as tough as the other screens, still requires you to be quick-witted. As the truck ploughs into the Village Square and overturns, the boss character will quickly appear by its side and begin to fire. Whichever side of the screen you're on, you'll still have to dispatch all the villains around the truck. The four who appear on top are brandishing rocket launchers, so dispose of them quickly.



STAGE 1: AREA 2

Throughout Area 2, there aren't any instances where you'll split up from your partner (like the last two scenes of Area 1) but your perspective may change. However, it doesn't matter which position you take up, as the actual area you cover remains the same.



01 You start on a slope that you must climb. Apart from the usual terrorists to shoot, there are also loads of barrels that fall towards you from the top of the street which you must either avoid or blast away. Although dodging them saves you firepower (which doesn't really matter), it also slows your climb to the top of the street. Remember: you have a time limit to beat too. Also, be aware of the bad guys who appear on the slope or on either side of the street.



02 Once at the top, you'll be in the centre of a very narrow side street. Most of the rest of this area is very similar and so the general advice is to watch out for the sides of the screen and any baddies hiding in small areas in the distance. Another important point at this stage, as it hasn't really been a factor up until now, is to make sure you don't shoot your partner. Doing so is bad for your score and just poor in general, so be careful.



03 The next screen is pretty much more of the same stuff. The onslaught is faster and heavier and, to make matters that little bit worse, the enemies are firing more direct shots at you. That still gives you plenty of chances, however, to cap off more baddies with one chamber, as before. The low perspective you may see at this point will give you a clearer shot of the higher targets.



04 Again, the next screen is not too dissimilar to the last and shouldn't trouble you. The terrorists will pour out of every doorway and window ledge, or even pop over a wall to get at you, and they'll do it very quickly indeed. Just make sure you pick them off rapidly. Although the reloading time is a lot quicker than in the first *Time Crisis*, you don't want to spend too much time hiding behind a wall or barrel. Be quick and be accurate.



05 This section places you in a different position from your partner. Here you'll be at one end of this narrow side street, with your partner at the other end. Between you and him, the space will be filled with terrorists who shouldn't prove too much of a problem, but will present the possibility of accidentally shooting your buddy! Careful now.



06 This next scrolling section, although not all that different from the last, will be a little on the difficult side as there are barrels aplenty that you'll have to blast out of the way so that you can get a clear shot of the enemy. By this stage, you'll either be at the very heart of the action, or a little further behind in a covering position – as before, the enemies stay the same, only your position changes. Towards the end of this section, a series of terrorists will abseil into the area and it's up to you to dispatch them sharpish!



07 After surviving that last battle, the next screen not only gives you a little more space to breathe, but also delivers a few more surprises. As before, the usual collection of murderous terrorists pop out of all kinds of places to keep you alert, but one thing to be especially careful of are those terrorists who appear right in front of you! If you aren't quick enough, they'll deliver a nasty blow.



08 You're now armed with an infinite ammo machine gun! A great big armored vehicle ploughs its way into the street. Don't worry about any of the standard terrorists here, unless they fire directly at you (indicated by a red flash). When the vehicle first appears and comes right up close, the back doors fly open and two rocket-launcher goons appear. Before they have a chance to fire, waste them and then let the RV pull back. Once it has, just keep firing until it blows up. Only duck to reload or to avoid its direct shots.

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STAGE 1: AREA 3

Although this area is not segmented into spaces like the last two areas, there are variations in the structure of this stage. The first shootout takes place at the pier that ended the previous cut-scene.



01 You begin behind a boat and must dispatch the four terrorists who first appear. After this, two more will creep in. One of them appears from behind the boathouse on the left, and the second jumps in from the right and into the big boat with the Gatling guns on its rear! Once these two have popped their clogs, the Boss appears and hops into the boat to ride off down the river.



02 The first thing you need to do, once you are in the water, is to dispose of those great big guns on the back of the boat; it won't take that long, but you must be alert enough to dodge the direct shots that fly towards you. Each gun will need to be destroyed individually, so concentrate your fire on one till it's destroyed, then concentrate on the other.



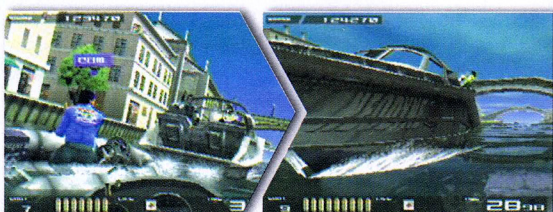
03 Once the guns are out of the way, the action switches to the stern of your motorboat where you must kill the pursuing terrorists. This level is hazardous, mainly because your partner could get caught in the crossfire as the boat chase darts across the river. As the paths cross, it's essential that you aim carefully to only hit the enemy. To ensure this, aim your weapon at a fixed spot and fire only when the enemy crosses your line of fire. This also saves you ammo and means you can get a better score from more accurate shots.



04 From the rear, the action then moves to the sides of the boat. Again, aim your shots carefully, not only to avoid accidents but to help your score. As the bad guys get nearer to you, their aim seems to become more accurate, so be careful. Time seems tighter here as hitting your target is harder thanks to the speed of the terrorists' boats. Make sure each shot counts because if you start to desperately shoot anything that moves, you'll find that you'll do badly on this stage.



05 Once those boat-based terrorists have been done away with your attention should be directed at the strange swimming terrorists speeding under the water. The first attacks you directly, rising out of the water and heading towards you rapidly. If you're quick, you can put a bullet in him before he can get near. Three more attacks, a lot closer to your boat, follow. Your viewpoint changes for each of the attacks and it's up to you to quickly blast them before they can attack you with their blades. After the fourth attack, the scene changes again.



06 For your next attack, you'll be circling the boat and picking off the last of the terrorists before the face-off with the Boss of this whole stage. Bizarrely, each side of the boat is filled with terrorists (to be honest, it doesn't look big enough to house that many fiends!). When you have circled the boat once, so that you are at the stern again, there are a few more terrorists to get rid of. Once done, it's onto the big man himself.



07 Stage 1 BOSS

The big boss himself is no big deal. The main problem here is that it will be hard to get a clear shot. For one, your boat is bouncing around all over the place. Also, the cackling boss pops up and down in the back of the boat at regular intervals and most of his shots are direct. The quickest and easiest way to kill him is to pop up from your hiding position when he has fired off a few flashing red shots and then shoot two or three quick blasts and duck again. If you're quick enough, you should be able to get a few decent shots on him and then escape without getting injured. It shouldn't take that many shots to finish him off. When you do, kaboom... it's all over for him. Well done, the first stage has been completed!

STAGE 2: AREA 1

The chase is on to stop that satellite from going anywhere near a launchpad, but it's going to be tough. You manage to track it down to a train yard hidden deep within a forest, but you'll have to stop that satellite from getting on the train...



01 Your first screen is a typical scene. There are a load of trees and just as many terrorists to wipe out. As you can imagine, most of the terrorists pop up from behind these trees and are quick to fire off a few rounds.



02 The next section is similar to that of the barrel-rolling stage (Stage 1: Area 2) in that you must make your way across the area before the time runs out. This means, again, that the longer you take to dispatch the bad guys, the slimmer your chances are of surviving the level. Although there are no real surprises in this section, the action can become quite hectic in places, so be prepared to duck for cover at even the slightest sign of a red flash!



03 This next scene is, in all honesty, a bit on the easy side. Most of the enemies that appear are reasonably close up and won't be that hard to shoot down. Also, there aren't that many baddies to kill here so, if you make every shot count, you can clear this screen by using just one clip of bullets...



04 After you have dispatched those 'orrible nasty men, you'll get another machine gun. This means that you're up against another armoured vehicle. When you first face this machine, a warning sign should appear. This is to alert you that it may be a good idea to hide as those trees fall to the ground. Once they've hit the floor it's safe, relatively speaking, to carry on with the attack on the RV. As before, concentrate on the machine and only hide to reload or to duck from a direct hit.



05 At this stage, your path will split from your partner's (only slightly) and you'll either hide behind a group of barrels or will be sent up onto the higher balcony. In either case, you'll still have to tackle the same enemies, just from different perspectives. Most of the terrorists will appear from the doors and windows of this higher area. If you are on the ground, you may find it difficult to get an accurate shot on these guys as they'll be quite small. Another problem is that you'll also have a few terrorists closer to you.



06 If you are on the ground, you'll have to stay in that position for a bit longer as you fend off a couple more terrorists. If you're up on the balcony, once you've finished with the last scene you'll turn to face the ground and help your partner by providing a bit of covering fire. The villains here hide behind barrels that you'll be able to see, but your partner will have to wait for them to reveal themselves. There are only a couple to dispatch and then it's onto the next section.



07 Like the section with the petrol tanker in Stage 1, all you have to do to clear this screen is hunt for a weak point. In this case it's the crane that's lowering some terrorists down from above on a bunch of iron girders. If you aim for the yellow and black striped joining point and fire away, the whole thing will collapse, killing everyone on the screen. Nice! No matter where you are placed for this section, you can still aim for the crane to achieve a quick body count and a high score!



08 To quickly end this whole area, aim for the red barrels at the left/right-hand side of the screen (depending on which route you took to get to this point). If you shoot these barrels, a nice big explosion will wipe out the opposition and clear not only this screen, but also the whole area. Now it's time to get onto that train...

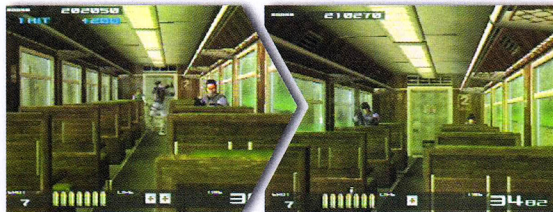


STAGE 2: AREA 2

This section begins at the rear of the train you must board in order to stop the satellite from getting to its destination...



01 No matter where your position is, the scene is the same. There are a number of terrorists placed around the area, mostly visible as soon as this stage starts. Be careful of the odd one or two that will appear from the back of the train, or on top of the other trains, and be sure to wipe them out before the train begins to move off.



02 Once aboard the train, you're faced with a whole coach full of terrorists who hide behind the various seats and the door near the back. The fighting here is quite intense as there seems to be a never-ending number of targets to hit. Due to this, you may notice that most of their shots will be more accurate. After a quick battle, you'll move forward a few rows and continue in the same vein until the carriage is clear.



03 The next section has you battling against terrorists who are aboard a train on the other side of the tracks. As the train moves past, the enemies will appear from windows as it glides past. You must be quick here as each separate attack is quite swift. As soon as an enemy pops up, they will fire and quickly duck again. You'll have to be sharp to get rid of this threat as soon as you can.



04 From here, the battle continues between the two trains. As you hang onto the outside, picking off bad guys that appear from the sides of the two trains, you must be careful of the danger sign that appears. When it flashes, be prepared to duck back into the carriage, as some signal lights will zoom by. If you are not quick enough, these lights will knock your block off! After a short while, the other train will speed up, allowing you to aid your partner as he battles the enemy on his side of the train. Once done, you climb aboard yourself.



05 As you look along the roof of the carriage, the terrorists pop out of their holes and attempt to put some lead in you. Time your moves out of cover to avoid getting your head shot off. After killing a few, a warning sign appears and a huge mounted gun rises out of the train. Treat it like an armoured vehicle and concentrate all your fire power on blasting it into oblivion. Again, try not to duck unless you spot a flash of red or you run out of ammunition. This time you won't have a machine gun, so make sure you're quick on the trigger.

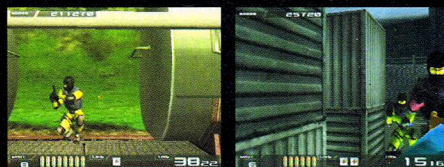


06 The last section moves the action, once again, to the side of the train. The smoke caused by the explosion of the gun will cloud some of the terrorists, making it a bit tricky to see what you are shooting. Luckily for you, the scene moves briskly past this chaos and settles on the roof directly opposite your position. As before, more enemies will pop up from behind the more obvious visual obstructions. A few will even appear right in front of you, so be quick to wipe them out as soon as you can!



YELLOW PERILS

Throughout *Time Crisis 2*, there are instances where you can pick up some major points by shooting the right kind of terrorist. In this case, the right kind of terrorist is a lovely yellow colour. If you can manage to take these guys down, you can score some big points. However, these guys are hard to spot and will only appear briefly in certain sections of the game. You will have to be very eagle-eyed to spot them and even quicker on the trigger to catch them... think of it as a *Where's Wally* game but with guns!



STAGE 2: AREA 3

This stage is the big boss 'fight to death' section. This whole battle is nowhere near as long a battle as the last guy was and concentrates solely on Buff Bryant (the big mean-looking dude you have been chasing for most of this stage). Although you may have been too late to stop the satellite from being picked up (d'oh!), you'll have to worry about this battle now instead!



01 For the first meeting you have with Buff Bryant, he pulls out his big guns... literally. Although, on the whole this battle is really rather easy, it will pay not to get caught in his gunfire when he shoots at you. Every shot is red and that means every one will get you if you fail to duck his attacks. From your position, Buff will take it

in turns to fire first at your partner and then at you. It is when he has turned his attentions to your partner that you must attack. When he turns to fire his weapon away from you, pop up from your hiding place and empty as many bullets from your gun as you can before he turns back to shoot you. If you are very quick,

you can empty your magazine into him twice. This means it should take no more than three attacks on him before moving on to his next plan of attack.



02 After deciding that his big gun wasn't a decent enough weapon, Buff then decides to use a missile against you, but not in the way you'd think. No, instead he decides to physically pick up a huge missile and swing it at you in the hope of smashing your face in! As before, when he turns his attention to your partner,

this is your time to strike. Jump up from your hiding place and pump as many bullets into him as you can. When he turns to attack you, hide! However, if you're feeling cocky, you can still shoot him as he attacks you. His pattern is to firstly slam the missile down towards you and then swing it around to knock you

sideways. If you time it right, you can quickly jump up and fire a few bullets (one or two) and then jump back down as he swings the missile around. After a few more attacks, a couple more than before, Buff will move onto his third and final attack.



03 Stage 2 BOSS

Finally (surely he must have lost a hell of a lot of blood by now) Buff takes to the air to try to finish you off. After he drops the missile, a helicopter will appear and carry him off into the sky. This time Buff won't split his attack between the two heroes though - he's going to go out guns blazing!

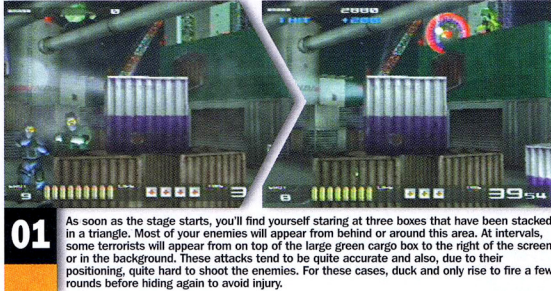
The action moves to the side of the plane as Buff's helicopter hovers next to the train and he fires his gatling gun at you. Luckily, not every shot he fires will be accurate (unlike his first attack) and this gives you the chance to take more of a risk

with him. Although the helicopter hovers erratically, it shouldn't be too hard to place a well-aimed shot at Buff. After you have hit him a few times, the chopper will fly away and reappear in a different area of the sky. When the chopper is further away, it'll be hard to get an accurate shot, especially if you constantly have to avoid his return fire. Still, once you have hit him, his next approach will be closer to you. Follow this pattern a couple more times and, very soon, he'll finally bite the bullet and take that helicopter down with him in a big ball of flame!



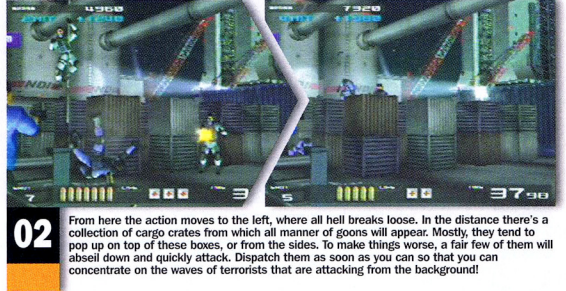
STAGE 3: AREA 1

After surviving the train wreck, you steal a helicopter and head towards the satellite base where the deadly satellite is about to be launched. However, your arrival is expected and your chopper is shot down, forcing you to jump straight into a fierce gun battle on the enemy's own turf.



01

As soon as the stage starts, you'll find yourself staring at three boxes that have been stacked in a triangle. Most of your enemies will appear from behind or around this area. At intervals, some terrorists will appear from on top of the large green cargo box to the right of the screen or in the background. These attacks tend to be quite accurate and also, due to their positioning, quite hard to shoot the enemies. For these cases, duck and only rise to fire a few rounds before hiding again to avoid injury.



02

From here the action moves to the left, where all hell breaks loose. In the distance there's a collection of cargo crates from which all manner of goons will appear. Mostly, they tend to pop up on top of these boxes, or from the sides. To make things worse, a fair few of them will abseil down and quickly attack. Dispatch them as soon as you can so that you can concentrate on the waves of terrorists that are attacking from the background!



03

Once this area has been cleared, you'll move into the maze of boxes you were firing towards just before. Once inside, you'll notice that the action will be a lot closer to you than before. This means that, although each target will be easier to hit, their direct shots will take a shorter time to reach you. Time will be short, but that doesn't mean you should risk staying out in the open just so you can make it through this section. In fact, due to the whole frantic nature of this area, taking time to duck and strike at the right time will be essential.



04

The next scene stays within the same area but, as the action unfolds, your viewpoint will constantly change to deal with wave upon wave of terrorists. Again, the action is quite close up, meaning the risks are the same as before. The action starts directly in front of you and then moves to the left where a few very close attacks take place. Your view will then swing back to the centre before moving right and then up to face a couple more terrorists on top of the boxes. Once these guys are gone, a familiar face should appear...



05

When Wild Dog begins to attack, it'll be hard to get a direct shot at him without taking at least one injury. The reason for this is that, from his position on top of the pipe, it will be quite hard to land an accurate shot, especially since there are usually two guys on either side of him firing off all kinds of deadly weapons. After a few successful hits, Wild Dog will drop down and fall back to a spot further in the background. The same basic attack pattern follows but Wild Dog is harder to hit as he's a smaller target at this point.



06

Once the last scene has been cleared you'll chase Wild Dog to his recent position. Your position when tackling Wild Dog in these last two sections depends on which Orange Guy you shot first in the previous scene. Either way, you're faced with the same basic problems. Like the last screen, Wild Dog will fill the air with hot lead as other terrorists pop up to cause more grief. Take out these guys as quickly as you can and then turn your attention back to Wild Dog.



07

The final action stage places you in much the same circumstances as before, only closer up. Like an end-of-level boss, Wild Dog will attack you and your partner in turn. So, when he is concentrating his firepower elsewhere, this is your chance to strike with everything you've got. Remember, other terrorists will show up to divert your attention, so get rid of them quickly and carry on attacking Wild Dog until you complete the area!



PLAY TOP TIPS

REST AREA

Okay, it sounds rude, but when your arm begins to ache, give it a rest. Holding the gun for too long will give you a burning feeling in your outstretched arm as the acid builds up in your muscles. Lower the gun!



STAGE 3: AREA 2

This area is pretty much one long continuous crazed battle to stay alive and defeat both Wild Dog and Ernesto Diaz. Despite this, the time limit will count down as usual from 40. Once certain sections of this area have been completed, it will reset back to this number.



01 As the stage starts, Diaz will attack you with his rocket launcher, which is pretty darn accurate. To make matters worse, Wild Dog will regularly show himself and fire at you, as well as the usual collection of terrorists. You'll have to be quick on the trigger to survive this stage and just as quick to dodge the ever-flowing hail of bullets.



02 From this screen, the action moves to the left where much more of the same continues to be dished out. Remember to keep low when there are too many bad guys on the screen to get rid of at once. When their attack has died down, pop up and kill as many as you can. Once this screen has been wiped clean, the action pans back around until you turn to face your partner. During this scene, try not to shoot him as you attack those terrorists behind him.

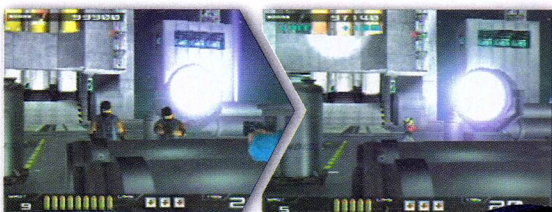


03 After covering your partner's back, the view pans back to the area where you originally began. At this point Wild Dog begins to fight dirty. No more simple gunplay for him – this time he's going to get physical! His first attack is a giant kick aimed at your face and

you'll have to extra quick on the trigger to avoid it. The next attack is a punch to the face from your left; again, to avoid this, you'll have to be very sharp indeed. Both of these attacks are performed in quick succession, so you must stay alert!



04 After Wild Dog's physical attacks, the action pans right for a bit of gunplay, then things get interesting. From out of the sky, three helicopter gunships come straight at you. Thankfully, they only attack you one at a time, which allows you to concentrate your firepower on them individually. Luckily, only a few of their attacks will be accurate. In fact, it's quite possible, if you're quick enough, to bring down a helicopter with a single missile hitting you. A few rounds will quickly put them out of action.



05 After you have brought down the three helicopters, your view will dip down back to its original position where Diaz and Wild Dog make a few more attempts on your life with the usual weapons. Once they have gone, the last of the terrorists will appear and among them are two Orange Guys who, depending upon which one you shoot first, will determine which position you take for the next scene and final area.



06 The last section is quite short. After disposing of the last of the terrorists, Wild Dog will appear and quickly move to the left. Just before you follow him, you'll notice that Diaz is holding Cynthia hostage. You have to get to her later – now it's time to finish off Wild Dog. Once your viewpoint has changed, Wild Dog will be standing in plain view in a last-ditch attempt to kill you. With a few more rounds in him, he'll fall, defeated, to the ground. However, he'll try to take you with him with the aid of a small explosive device... but you'll be too quick for him!



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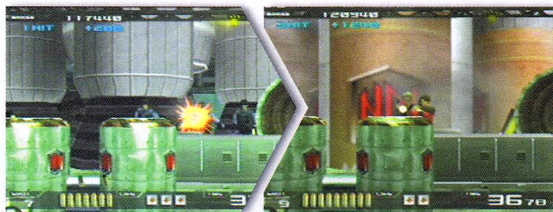
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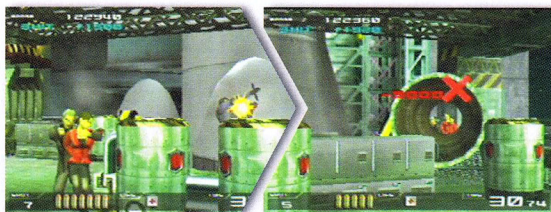
STAGE 3: AREA 3

As you pursue the head honcho Ernesto Diaz, who is now using Cynthia as a human shield (the dastardly coward) the action on this stage takes place on the large elevator that is heading up towards the prototype satellite. You'll need all your sharp shootin' skills to reach the top and rescue the lovely Cynthia. Sure she'll thank you later...



01

Most of the terrorists pop up from behind the various pieces of equipment strewn across your view. Dispatch them in the usual way and keep an eye out for Diaz, who will very briefly pop up and fire a few sly shots at you before disappearing again. If you do decide to go for him, be very careful not to hit Cynthia, as it will ruin your score.



02

Diaz's next move is to be a bit more explicit in his attacks, chancing his arm a wee bit more, but still with Cynthia as a human shield. The action this time takes place to the left and right of the elevator, but with the exact same threats as before. When Diaz appears from inside the strange section of tube, the chance of hitting Cynthia is high. With this in mind, be very careful how you aim. The time it takes you to clear each section will depend upon your accuracy as well as your speed.



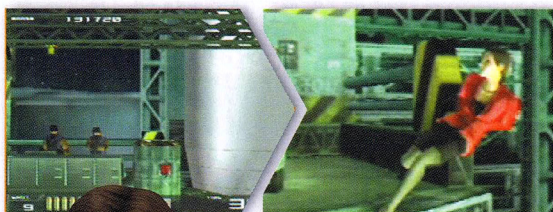
03

Still in the same area, Diaz will again try a close-up attack. His shots are generally quite accurate, so make sure you hit him before he hits you. Obviously, with Cynthia a lot closer, you should be able to get a good head-shot of Diaz during these close attacks. By now Diaz will be darting about the screen like a man possessed. His speed will make it hard for you to get him, especially as the seemingly never-ending swarm of terrorists is covering his position extremely well!



04

After cleaning up the last section, you'll move off to the left to hide behind a metal support. Diaz has taken Cynthia and is hiding behind a control panel. During this section, you'll only have to deal with Diaz. He'll come out of his hiding place and attempt to blast you to bits (as you'd expect by now) with Cynthia as a human shield. He is very quick and accurate, so every shot you take has to be spot on. One other hazard is the crane claw that veers about above you; if you are anywhere near it when the warning sign flashes, you'd better duck before it bashes you.



05

Just before the end of this stage, two Orange Guys will appear. Again, the order in which you shoot them will determine the position you take up during the final battle. After you have shot Diaz enough times, he'll decide that he has had enough of Cynthia and attempt to push her to her death. A cut-scene will show her rescue and, more importantly, lead you on to the final battle...

KNOW YOUR ENEMY!

As you battle through the never-ending legion of terrorists, you need to be aware of which ones are more likely to land a

direct shot on you. By recognising the biggest threats, you can wipe them out before they do you any damage. So

here, for your survival, is a rundown of the most threatening terrorists (10 = least threatening, 1 = most dangerous).

Manned Gunner5
Grenade-Throwing Terrorist4
Rocket-Launcher Terrorist3
End-Of-Level Bosses ..1

MISCELLANEOUS:

SATELLITE TANKS
HELICOPTER

All of these fierce machines are randomly accurate and will involve you having to be extra vigilant when taking them on!



AquaSoldier (Stage 1, Area 3)

RANKS 8 ON ENEMY DANGER LEVEL



Commander Terrorist (White)
RANKS 6 ON ENEMY DANGER LEVEL



Typical Terrorist (Blue)
RANKS 9 ON ENEMY DANGER LEVEL



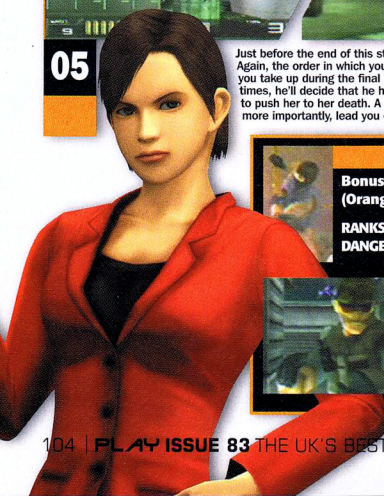
Bonus Terrorists (Orange/Yellow)
RANKS 10 ON ENEMY DANGER LEVEL



Knifemen
RANKS 7 ON ENEMY DANGER LEVEL



Marksman Terrorist (Red)
RANKS 2 ON ENEMY DANGER LEVEL



FINAL BATTLE: ERNESTO DIAZ

As it transpires, the satellite that you have been chasing was not the one Diaz intended to blast into space. No, that one is already loaded into a spacecraft and is set to launch at any moment. However, the second satellite is just as deadly and to prove it, Diaz is going to test it on you! This battle is split up into three different attacks. All of these are pretty similar and the only change is that your position varies, but overall the satellite's weaponry doesn't alter all that much in this rather frantic and deadly battle to the death...



FIRST ATTACK

Although there are slight differences in the satellite's attack pattern depending on which position you're in, the weapons used by the machine are the same. Also, the way to attack the satellite is the same throughout the battle. Whatever is firing at you at that present time is a target. If you can destroy that part of the machine quickly enough, you can disable it and force it to move on to another plan of attack. The whole of the satellite itself is fair game too. Most of the machine can be shot at any time, which means that even if you can't shoot at the piece of machinery that's attacking you, you can still bring down the satellite by other means.

The first attack comprises an onslaught of gunfire from its mounted guns. As with most boss levels in this game, the machine will attack you and your partner at separate intervals. Again, this means you can strike it when it has turned its attention elsewhere. To make things worse, it will also fire off a rocket or two, so make sure you duck at the right time to avoid injury. After this, and once you have disposed of the mounted guns, a lovely red laser beam will be its next form of attack. Make sure you shoot it at its source when it's NOT coming your way!

SECOND ATTACK

By now you should be aware that you can hit this machine anywhere and you can cause it damage. The only thing to keep in mind is that, because of the sheer force of Diaz's doomsday machine, you'll have to keep hidden until there's a pause in the attacks from all of the arsenal. Once this happens, you should go absolutely mad with your trigger finger, firing off as many bullets as you can before having to duck again. Remember that the time limit is an important factor and you won't be able to hide for too long – you may have to risk an injury just to get a shot or two in to avoid running out of time!

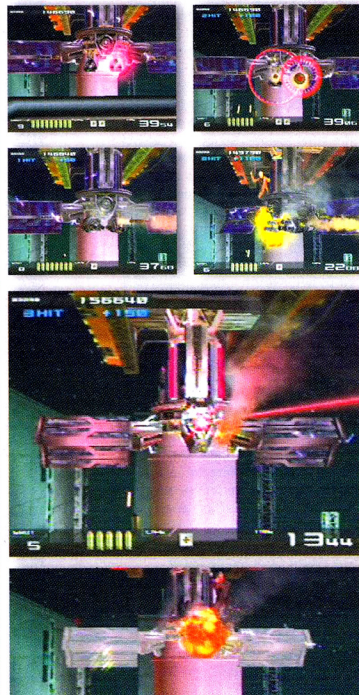
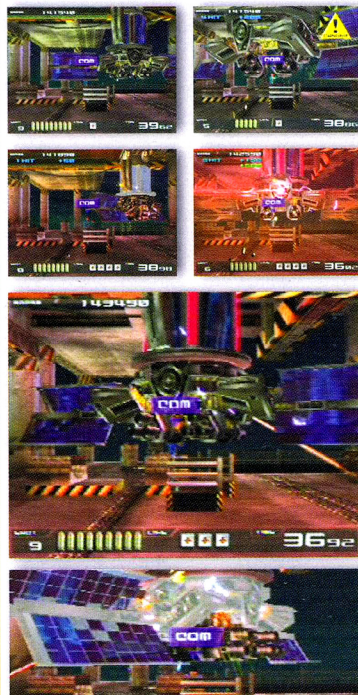
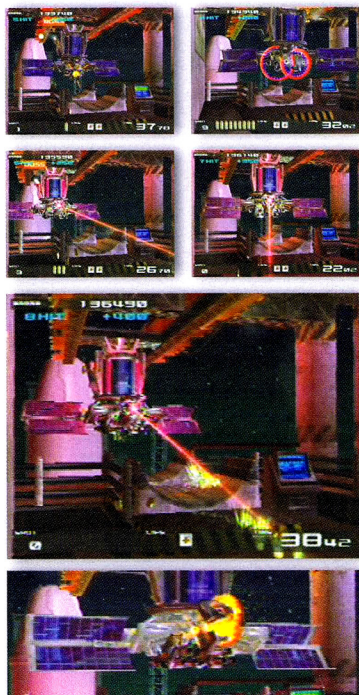
When Diaz pops out from behind the satellite, you can hit him too. When he's on top of the satellite, his aim isn't as sharp as it was before, making him a great target. The only surprise this time around is that the satellite is far more mobile. When the warning sign flashes on the screen, you should get ready to duck to avoid a good smack in the face from the solar panels. In actual fact, the movements of the satellite are rather manic this time around as it swings and revolves like an out-of-control merry-go-round. Its accuracy might not be as good as it was before, but its erratic behaviour makes it just as deadly.

FINAL BATTLE

For the final attack, it's much more of the same, only more frantic (if that's possible). You know the possible targets, you know the various weapons it has at its disposal and you should know when will be the ideal time to strike and when to draw back.

By now the satellite should be on its last legs and most of its weapons will be near the point of collapse. If you can concentrate your firepower on these areas, you can dismantle the machine bit by bit. Your primary concern should be the main guns mounted on the front of the satellite which will be dishing out most of the punishment. As the attack is much more fierce, you'll have to time your counter-attack well to ensure you don't incur any damage.

Once you have destroyed these guns, your next target should be the laser. As the satellite rotates, use this break in the action to shoot Diaz when he briefly appears. A few well-placed shots will quickly get rid of the laser once and for all. Once it has gone, turn to either Diaz or the main bulk of the satellite as your next target. By attacking either of these places, you should very, very quickly end up taking Diaz out once and for all!





THE END

Diaz will take a hit to the chest and fall horribly to his doom. He and his now ruined satellite fall straight into the path of the launching rocket. Diaz burns up in the rocket flames and the spacecraft explodes in a massive ball of fire, destroying most of the base. Luckily, you and your partner fall to safety in the sea and Cynthia rows up to you in a small motorboat. Congratulations, you've saved the day!



PLAY SECRETS

I TIP MY CAP TO YOU, SIR!

Stage 1, Area 2 Bonus

Just after the battle near the juggernaut, you'll be fighting it out in a series of narrow alleys. During this section, Jacob (the cackling boss of this whole stage) pops up and fires a few shots off at you. At these points, if you can shoot off his bowler cap (aim for the head) every single time you meet him, when you come to the scene where you would usually battle the armoured tank you'll instead find a bonus section. The latter involves shooting a host of Yellow Terrorists to send your score through the roof! After this stage, you'll also take up a different position during the river chase stage.



SHARP SHOOTIN'

Stage 2, Area 2 Bonus

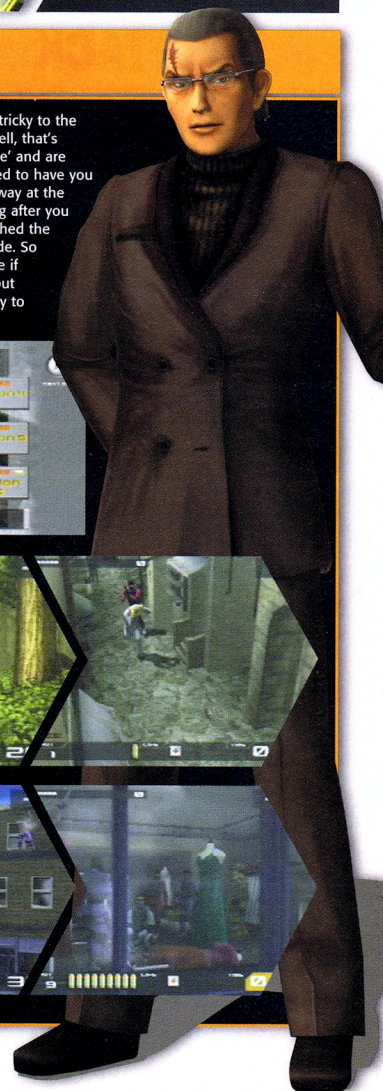
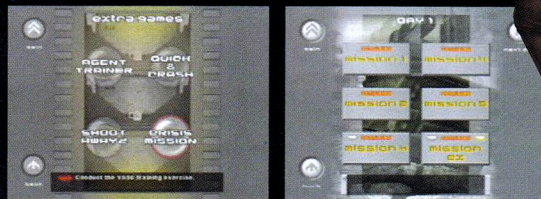
If you are VERY quick, you can find a bonus area by shooting the two Yellow Guys who are on the second train. Just after the section when Buff Bryant shoots out all the windows of the carriage, as the train passes by, two Yellow Guys can be found between the carriages. It is very quick, but if you can shoot them both before the scene carries on to the carriage of terrorists, you can later jump across to the other train early and shoot some bonus points!

CRISIS MISSIONS

So, you managed to play through *Time Crisis 2* and lived to tell the tale? Well, if you thought that was easy, try tackling these extra missions! Once you have finished the Story mode of the game, you'll open a whole new set of Crisis Missions that will test your sharp shooting to the max.

There are four stages (or days, as they are described in the game) to complete and each stage has six missions. They range from having to take out as many terrorists as you can within a certain time limit to sniper-type challenges that offer you one target, one bullet and very little time. Tasks vary

from the tricky to the 'bloody hell, that's impossible' and are guaranteed to have you picking away at the game long after you have finished the Story mode. So go on, see if you can put Dirty Harry to shame!



NewTones...

Gorillaz	Rock Da House	6 11 9 9
Kylie Minogue	Can't get you outa my head	6 11 7 6
Afro Man	Because I Got High	6 1 2 2 3
Destiny's Child	Emotion	6 1 2 6 4
Britney Spears	I'm a slave for you	6 1 2 2 5
Michael Jackson	You rock my world	6 1 1 9 7
City High	What would you do?	6 1 1 9 8
D12	Fight Music	6 1 2 7 2
Bell + Spurling	Sven, Sven, Sven	6 1 2 6 5
DJ Otzi	Hey Baby!	6 1 2 2 0

PopTones

61255 Limp Bizkit • Boiler	61193 Steps • Chain Reaction
61194 Alien Ant Farm • Smooth Criminal	61205 Liberty • Thinking I over
61211 Uncle Kracker • Follow me	61255 Jennifer Lopez • I'm Real
60267 OPM • Heaven is a half pipe	61240 Gabrielle • Don't need to see to pine
61027 Robbie Williams • Eternity	61091 Natalie Dunne • Turn off the light
61174 Samantha Mumba • Come on over	61256 Natalie Imbruglia • That Day
61170 Victoria Beckham • Not an innocent girl	61166 Shaggy • Luv me, luv me
61053 Atomic Kitten • Eternal Flame	60078 Shaggy • It Wasn't me
60194 Gini Hottwell • It's Raining Men	61008 Gorillaz • 19-2000
61219 Star Sailer • Alcohol	60128 Gorillaz • One Last Thing
61004 Pink Mya etc. • Lady Marmalade	61167 Louise • Stuck in the middle
60174 Gabrielle • Out of Reach	60045 Limp Bizkit • Rollin
60185 Shaggy • Angel	60047 Bob The Builder • Mambo No. 5
61068 N. Sync • POP	61159 Emma Bunton • Take my breath away
60142 Nelly Furtado • I'm Like a Bird	60200 S Club 7 • Don't stop movin

R'n'B

61191 Mary J. Blige • Family Affair
61206 Usher • You got it bad
61016 Usher • You Remind me
61254 Kelly • Young, Fresh & New
61022 3LW • No more (gonna do right)
61003 Brandy • Another day in Paradise
61244 R. Kelly • Favin On Your Body
61037 Destiny's Child • Bodyicious
60024 Destiny's Child • Independent women
60117 Destiny's Child • Survivor
60186 Sisqo • Thong Song
61217 Mariah Carey • Never too far

RAP

61094 Eve • Let me blow your mind
61261 2 Pac • Letter to my unborn
61060 Wydel • Perfect Gentleman
61043 D 12 • Purple Pills
61206 2 Pac • Do For Love
61067 Meeky Elliot • One minute man
61274 Eric Semon • Music
61080 MOP • Ante up
61191 Ludacris • Area Codes
61241 Lisa "Jeffrey" Lopes • Block Party
60172 Eminem • Slim Shady
60034 Eminem • Stan

TvTones...

Dawson's Creek	61247
East Enders	60277
Friends	60222
X-Files	60298
Neighbours	60288
Coronation Street	60275
Only Fools & Horses	61127
Dallas	60221
The A-TEAM	60220

FilmTones...

Mission Impossible	60044
James Bond	60205
Inspector Gadget	60260
God Father	60127
The Exorcist	60223
Pretty Woman	60213
Pulp Fiction	61024
Italian Job	60207
Star Wars	60204

Football

60240 Glory Glory • Man U/ Spurs	61250 3 Lions • All
60164 You'll never walk alone • Liverpool	60238 Vindaloo • All
60226 Blue is the colour • Chelsea	60137 Match of the Day • Theme
60239 Forever blowing bubbles • West Ham	61251 We are the champions • All
60230 Daydream believer • Sunderland	60232 Here we go, here we go • All
60231 2 Cars • Everton	61153 God save the Queen • All

Dance

61146 Superman Lovers • Starlight
61214 Jean Jacques Spoothe • I People
61150 Sophie Ellis Bextor • Take me Home
61237 Amanda Van Holden • Free some time
61072 Ian Dahl • Castles in the sky
61178 Koshien • Hide you
61070 Roger Sanchez • Another Chance
61232 N. Trance • Set you free
60020 Darude • Sand Storm
60058 Moloko • Sing it back
60139 Modjo • Lady
60278 Duff Punk • One more time

Garage

61231 Mashback • One night stand
61074 Jo Soild Crew • 71 Seconds
61258 Jo Soild Crew • They don't know
61171 Artful • Hell Blat • 24.7
61072 Pan-One • I'm So Crazy
61200 Genius Crew • Course Bro
61235 The Streets • Has it come to this?
60169 Craig David • Can you fill me in?
61005 Pled Piped • Do you really like it
61279 B15 Project • Feels So Good
60061 Oxide Neutro • No good for me
61058 Sticky Itz My Dynamite • Boo

BOYBANDS

61172 Blue • Too Close
60274 Blue • All Rise
61078 Five • Let's Dance
61280 Five • Closer To Me
61243 O'Town • We fit together
61196 Westlife • When we looking like that
61270 BB Mak • Unpredictable



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Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000 9110.
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BrandLogos

10822	10895	10793	10911	10703
10730	10823	10853	10786	10829
13267	10831	13278	30151	30150

FilmLogos

30253	30251	30108	30476	11788
30237	30488	11835	30268	30450
11754	30171	11831	11750	11869
30496	30225	30255	30086	30206

MusicLogos

13100	30093	16005	13178	16014
30248	30249	13262	13161	13190
10000	30100	13263	30293	13162
30089	13292	13151	30162	30477
30043	13105	13169	16001	30111

CartoonLogos

30074	30087	11001	11067	11115
11058	11023	30218	30481	30497
30244	30272	11039	30494	30487
11877	11041	11073	12100	30451

Favourites

30140	11782	30257	12126	10029
11329	30447	13116	10831	12700
30263	13121	30412	10811	30475
30140	30140	30387	11414	11660

Footie

11981	11950	11974	11926	12979
11957	12049	12016	30471	30259
11954	12039	12045	11959	2053
12086	11986	12003	12078	10283

Wrestling

17513	30463	30205
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X-MEN: MUTANT ACADEMY 2

THE X-MEN ARE BACK FOR ANOTHER BRAWL. BECOME A MASTER OF THE MUTANTS WITH OUR COMPLETE MOVES LIST AND X-CELLENT TIPS.



PLAY! TOP TIPS

THROW, THEN REPEAT

If you manage to get in a throw move, run over to where your opponent landed and perform another one as soon as they get up. If you time it just right, you should be able to perform a string of throws and cause massive damage.

PLAY! TOP TIPS

BLOCK ROCKING

When fighting against characters such as Toad or Sabretooth, make sure you block as much as you can. They both have powerful combos that will make mincemeat out of you if you're not blocking.

PLAY! TOP TIPS

TRAPPED

If you find yourself stuck in a corner, use a super move to get out if you are able.

MUTANT MOVES LIST

BEAST

Despite his considerable size, Beast is an agile mover. Once he rushes an opponent, his combos are difficult to avoid.

STANDING

Face Punch	⓪
Groin Punch	⓪



Upper Cut	⓪ + ⓪
Elbow Jab	⓪
Backhand	⓪
Double Cross Slash	⓪ + ⓪
Big Slap	↘ + ⓪

CROUCHING

Straight Punch	↓ + ⓪
Diagonal Face Punch	↘ + ⓪
Super Right Swipe	↓ + ⓪ + ⓪
Low Elbow	↓ + ⓪
Foot Smash	↓ + ⓪
Shoulder Ram	↓ + ⓪ + ⓪
Rising Elbow	↓

JUMPING

Claw Jab	↑ + ⓪
Right Ridge Cross	↑ + ⓪
Double Claw Smash	↑ + ⓪ + ⓪
Right Knee Down	↑ + ⓪
Toe Claw	↑ + ⓪
2 Toe Drop-Kick	↑ + ⓪ + ⓪

THROWS

Slap Down	⓪ + ⓪
Bodyspring	→ + ⓪ + ⓪
Frankensteiner	← + ⓪ + ⓪

SPECIAL

Handspring Kick	↘ ↘ ↘
Handspring Kick 2	↘ ↘ ↘
Handspring Kick 3	↘ ↘ ↘
Stumbled Up 1	↘ ↘ ↘
Stumbled Up 2	↘ ↘ ↘
Stumbled Up 3	↘ ↘ ↘
Blue Torpedo	↑ + ⓪ + ⓪

SUPER

Handplant Hell	↓ ↘ + ⓪
Seismic Shutdown	↓ ↘ + ⓪
Flat Out	← ↘ + ⓪

COMBOS

String Combo 1	⓪, ⓪, ⓪, ⓪
String Combo 2	↓ + ⓪, ↓ + ⓪, ↓ + ⓪, ↓ + ⓪
Special Combo 1	⓪, ⓪, ⓪, ⓪
Special Combo 2	↘, ↘, ↘, ↘
Super Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪
Master Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪

AIR COMBOS

String Combo 1	⓪ + ⓪, ⓪, ⓪, ⓪
String Combo 2	⓪, ⓪, ⓪, ⓪, ⓪, ⓪
Special Combo 1	⓪, ⓪, ⓪, ⓪, ⓪
Special Combo 2	↓ + ⓪, ↓ + ⓪, ↓ + ⓪, ↓ + ⓪
Master Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪

CYCLOPS

The leader of the X-Men is a well-balanced fighter with a good array of moves and can blast enemies from a distance with his deadly Optic blasts.

STANDING

Jab	⓪
Gut Punch	⓪
Overhead Smash	⓪ + ⓪
Calf Kick	⓪
Quick Knee	⓪
Power Roundhouse	⓪ + ⓪
Lunging Elbow Smash	↓ + ⓪
Axe Kick	↘ + ⓪

CROUCHING

Crouching Jab	↓ + ⓪
Upward Punch	↓ + ⓪
Force Hook	↓ + ⓪ + ⓪
Ankle Bruiser	↓
Pushout Kick	↓
Double Leg Sweep	↓ + ⓪ + ⓪

JUMPING

Aerial Jab	↑ + ⓪
Aerial Hook	↑ + ⓪
Kullcrusher	↑ + ⓪ + ⓪
Jumping Elbow	↑ + ⓪ + ⓪
Double Knee Drop	↑ + ⓪ + ⓪
Pop Kick	↑ + ⓪
Flying Dropkick	↑ + ⓪ + ⓪

THROWS

Blast Off	⓪ + ⓪
Backhand Optic Slap	→ + ⓪ + ⓪
Up & Over	← + ⓪ + ⓪

SPECIAL

Beam Bolt	↓ ↘
Beam Bolt 2	↓ ↘
Optic Upcut	↓ ↘
Optic Upcut 2	↓ ↘
Optic Upcut 3	↓ ↘
Super Power Flash Kick	↓ ↘
Super Power Flash Kick 2	↓ ↘
Super Power Flash Kick 3	↓ ↘
Air Beam Bolt	↑ ↘
Air Sweep Bolt	↑ ↘

SUPER

Hyper Power Flash Kick	↓ ↘ + ⓪
Hyper Rush Combo	↓ ↘ + ⓪
Concussion Blast	↓ ↘ + ⓪
Air Concussion Blast	↑ ↘ + ⓪

COMBOS

String Combo 1	⓪, ⓪, ⓪, ⓪
String Combo 2	↓ + ⓪, ↓ + ⓪, ↓ + ⓪, ↓ + ⓪
Special Combo 1	⓪, ⓪, ⓪, ⓪
Special Combo 2	↘, ↘, ↘, ↘
Super Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪
Master Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪

AIR COMBOS

String Combo 1	⓪ + ⓪, ⓪, ⓪, ⓪
String Combo 2	⓪, ⓪, ⓪, ⓪, ⓪, ⓪
Special Combo 1	⓪, ⓪, ⓪, ⓪, ⓪
Special Combo 2	↓ + ⓪, ↓ + ⓪, ↓ + ⓪, ↓ + ⓪
Super Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪
Master Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪



FORGE

Forge uses his homemade weapons to suppress powers in mutants. His gun gives him powerful long-range attacks, but he's not so strong when he's at close quarters.

STANDING

Extended Backhand	⓪
High Gun Strike	⓪
Reverse Uppercut	⓪ + ⓪
Extended Right Knee	⓪
Power Side Kick	⓪
Power High Kick	⓪ + ⓪
Knee Drop Elbow	↘ + ⓪

CROUCHING

Bayonet Thrust	↓ + ⓪
Short Range Gun Blast	↓ + ⓪
Upward Squall	↓ + ⓪ + ⓪
Short Kick	↓ + ⓪
Orbed Kick	↓ + ⓪
Sinning Sweep	↓ + ⓪ + ⓪
Revolving Hit Uppercut	↓

JUMPING

Downward Hit Poke	↑ + ⓪
Gun Swipe	↑ + ⓪
Downward Blast	↑ + ⓪ + ⓪
Stock Kick	↑ + ⓪
Side Kick	↑ + ⓪
Double Kick	↑ + ⓪ + ⓪

THROWS

Striking Episode	⓪ + ⓪
I'm Shocked	→ + ⓪ + ⓪
What Is This?	← + ⓪ + ⓪

SPECIAL

Shell Discharge	↓ ↘
Shell Discharge 2	↓ ↘
Shell Discharge 3	↓ ↘
Missile Launch	↓ ↘



Missile Launch 2	↓ ↘
Missile Launch 3	↓ ↘
Pistol Trap	↓ ↘
Mine Drop	↑ ↘

SUPER

Semi Automatic	↓ ↘ + ⓪
Blazing Barrel	↑ ↘ + ⓪
The Neutraliser	← ↘ + ⓪
Outer Orbit	↓ ↘ + ⓪

COMBOS

String Combo 1	⓪, ⓪, ⓪, ⓪
String Combo 2	↓ + ⓪, ↓ + ⓪, ↓ + ⓪, ↓ + ⓪
Special Combo 1	⓪, ⓪, ⓪, ⓪
Special Combo 2	↘, ↘, ↘, ↘
Super Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪
Master Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪

AIR COMBOS

String Combo 1	⓪ + ⓪, ⓪, ⓪, ⓪
String Combo 2	⓪, ⓪, ⓪, ⓪, ⓪, ⓪
Special Combo 1	⓪, ⓪, ⓪, ⓪, ⓪
Super Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪
Master Combo	⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪, ⓪

X-MEN: MUTANT ACADEMY 2

PS2 Solution

PLAY! INFO

TEASE ME, TEASE ME

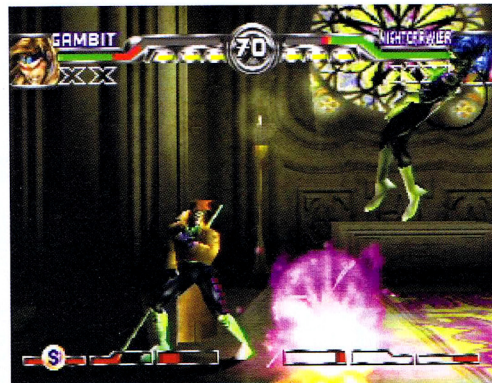
Press **○ + △** while playing and you'll taunt your opponent. This doesn't do much except leave you open to attack, but it is good for showing off.



PLAY! INFO

NEW THREADS

Complete the Academy mode for each character to unlock a new costume for them.



GAMBIT

Gambit uses kinetic energy to charge up his pack of playing cards, which then make powerful projectiles. He also puts his staff to good use against enemies.

STANDING

Backhand	○
Staff Upper	○
Full Staff Slam	○ + △
Knee	○
Side Kick	○
Double Kick	○ + △
Overhead Hilt Smash	△ + ○

CROUCHING

Backhand	↓ + ○
Low Cross	↓ + ○
Staff Upper	↓ + ○ + △
Foot Slide	↓ + ○
Slide Back Kick	↓ + ○ + △
Reverse Spin Kick	↓ + ○ + △
Mini Upper	↓ + ○

JUMPING

Air Chop	↑ + ○
Double Palm Staff	↑ + ○
Baseball Swing	↑ + ○ + △
Pop Kick	↑ + ○
Roundhouse	↑ + ○
Power Round House	↑ + ○ + △

THROWS

Shoulder Butt	○ + ○
Trip Slam	→ + ○ + △
Shove It	← + ○ + △

SPECIAL

Insurance	↓, ←, ○
Insurance 2	↓, ←, ○
Insurance 3	↓, ←, ○ + △
Blackjack	←, → + ○
Blackjack 2	←, → + ○
Blackjack 3	←, → + ○
Surging Staff	←, → + ○
Surging Staff 2	←, → + ○
Surging Staff 3	←, → + ○
Air Blackjack	↑, ↓ + ○
Air Blackjack 2	↑, ↓ + ○

SUPER

Charged Staff	↓, ←, ○ + △
Card Trick	↓, ←, ○ + △
52 Card Pickup	→ + ○ + △

COMBOS

String Combo 1	○, ○, ○, ○ + ○
String Combo 2	↓ + ○, ↓ + ○ + △
Special Combo 1	○, ○, ○, ○ + ○
Special Combo 2	↓ + ○, ↓ + ○ + △, ↓ + ○ + △
Super Combo	○, ○, ○, ○ + ○
Master Combo	○, ○, ○, ○ + ○, ↓ + ○, ↓ + ○ + △

AIR COMBOS

String Combo 1	↓ + ○ + △, ↑ + ○, ○
String Combo 2	↓ + ○ + △, ↑ + ○, ○
Special Combo 1	←, → + ○, ↑ + ○, ○, ○
Special Combo 2	↓ + ○, ↓ + ○ + △, ↑ + ○, ○, ○
Master Combo	↓ + ○, ↓ + ○ + △, ↑ + ○, ○, ○

HAVOK

As Cyclops's brother, Havok converts cosmic energy into powerful bolts of plasma. He fights similarly to Cyclops and they are pretty evenly matched.

STANDING

Jab	○
Gut Punch	○
Lateral Double Body Blow	○ + △
Calf Kick	○
Roundhouse Side Kick	○
Power Roundhouse	○ + △
Lunging Elbow Smash	↓ + ○

CROUCHING

Crouching Jab	↓ + ○
Crossing Straight Punch	↓ + ○
Force Kick	↓ + ○ + △
Ankle Bruiser	↓ + ○ + △
Pushout Kick	↓ + ○ + △
Double Leg Sweep	↓ + ○

JUMPING

Aerial Jab	↑ + ○
Aerial Hook	↑ + ○
Skull Crusher	↑ + ○ + △
Jumping Elbow	↑ + ○
Double Knee Drop	↑ + ○
Pop Kick	↑ + ○
Windstorm Kick	↑ + ○

THROWS

Mildant Man-Handle	○ + ○
Nuclear Eruption	→ + ○ + △
Up & Over	← + ○ + △

SPECIAL

Pulsation Blast	↓, ○
Pulsation Blast 2	↓, ○
Pulsation Blast 3	↓, ○
Sensational Kick Combo	↓, ←, ○
Sensational Kick Combo 2	↓, ←, ○
Sensational Kick Combo 3	↓, ←, ○ + △
Rushing Chaos Punch	←, → + ○
Rushing Chaos Punch 2	←, → + ○
Rushing Chaos Punch 3	←, → + ○
Air Pulsation Blast	↑, ↓ + ○
Air Pulsation Blast 2	↑, ↓ + ○

SUPER

Cosmic Burst	↓, →, ○ + △
Air Cosmic Burst	↑, ↓, ○ + △
Universal Meltdown	←, →, ○ + △
Omni Blast	←, →, ○ + △

COMBOS

String Combo 1	○, ○, ○, ○ + ○
String Combo 2	↓ + ○, ↓ + ○ + △, ↓ + ○ + △
Special Combo 1	○, ○, ○, ○ + ○
Special Combo 2	↓ + ○, ↓ + ○ + △, ↓ + ○ + △
Super Combo	○, ○, ○, ○ + ○
Master Combo	○, ○, ○, ○ + ○, ↓ + ○, ↓ + ○ + △

AIR COMBOS

String Combo 1	○ + ○, ↑ + ○, ○
String Combo 2	↓ + ○, ↓ + ○ + △, ↓ + ○ + △
Special Combo 1	○, ○, ○, ○ + ○
Special Combo 2	↓ + ○, ↓ + ○ + △, ↓ + ○ + △
Super Combo	○, ○, ○, ○ + ○
Master Combo	○, ○, ○, ○ + ○, ↓ + ○, ↓ + ○ + △

MAGNETO

The master of magnetism uses his power to send debris flying at his opponents without using a muscle.

STANDING

Jab	○
Double Fist	○
Macro Dome	○ + △
Side Kick	○
Double Axe Kick	○
Power Axe	○ + △
Jab-Cross	↓ + ○

CROUCHING

Elbow	↓ + ○
Power Strike	↓ + ○
Super Powerspike	↓ + ○ + △
Foot Slide	↓ + ○
Lean Kick	↓ + ○
Low Roundhouse	↓ + ○ + △

JUMPING

Elbow	↑ + ○
Force Shell	↑ + ○
Beam Shot	↑ + ○ + △
Head Shot	↑ + ○
Power Head Shot	↑ + ○
Axis Kick	↑ + ○ + △

THROWS

Magneto Effect	○ + ○
Atomic Outflux	→ + ○ + △
Narcosis Slam	← + ○ + △

SPECIAL

Magnetic Gush	↓, ○
Magnetic Gush 2	↓, ○
Magnetic Gush 3	↓, ○ + △
Magnetic Lure	←, → + ○
Magnetic Lure 2	←, → + ○
Magnetic Lure 3	←, → + ○
Force Boost	←, → + ○
Force Boost 2	←, → + ○
Force Boost 3	←, → + ○ + △

SUPER

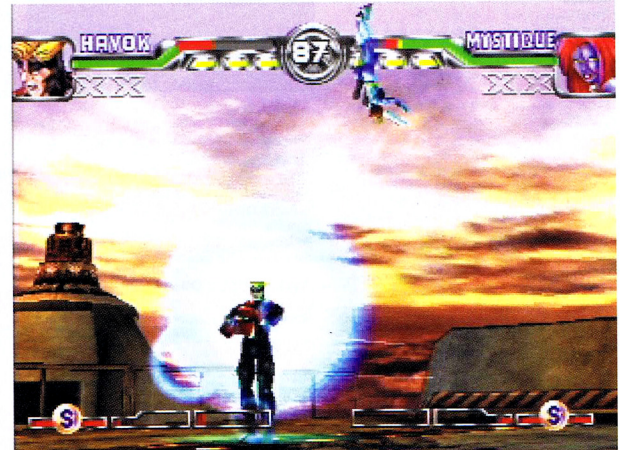
Hyper Magnetic Lift	←, → + ○ + △
Electromagnetic Gush	↓, ←, ○ + △
Concussion Lure	←, → + ○ + △

COMBOS

String Combo 1	○, ○, ○, ○ + ○
String Combo 2	↓ + ○, ↓ + ○ + △, ↓ + ○ + △
Special Combo 1	○, ○, ○, ○ + ○
Special Combo 2	↓ + ○, ↓ + ○ + △, ↓ + ○ + △
Super Combo	○, ○, ○, ○ + ○
Master Combo	○, ○, ○, ○ + ○, ↓ + ○, ↓ + ○ + △

AIR COMBOS

String Combo 1	←, → + ○ + △, ↑ + ○, ○
String Combo 2	↓ + ○, ↓ + ○ + △, ↓ + ○ + △
Master Combo	←, → + ○ + △, ↑ + ○, ○



MYSTIQUE

Her main advantages are speed and that great big gun, which she uses to good effect by shooting opponents before they get a chance to attack.

STANDING

Quick Elbow	↖
Gun Slap	↖
Gun Upper	↖ + ↗
Backslap	↖
Gun Poke	↖
Mini Blast	↖ + ↗
Winding Kick	↖ + ↗

CROUCHING

Elbow	↘ + ↗
Crossing Hit	↘ + ↗
Lunge Gun	↘ + ↗ + ↖
Slide Short	↘ + ↗
Slide Kick	↘ + ↗
Low Shot	↘ + ↗ + ↖
Rising Kick	↘ + ↗

JUMPING

Down Elbow	↗ + ↖
Gun Upper	↗ + ↖
Spinning Gun	↗ + ↖ + ↗
Short Kick	↗ + ↖
Gun Pose	↗ + ↖
Pistol Whip	↗ + ↖ + ↗

THROWS

Executioner	↖ + ↗
DOT	↖ + ↗ + ↖
Backfire	↖ + ↗ + ↖



SPECIAL

Head Shot	↘, ↗, ↖
Pop Shot	↘, ↗, ↖
Long Sweeper	↘, ↗, ↖ + ↗
Cheap Shot	↘, ↗, ↖
Cheap Shot 2	↘, ↗, ↖
Cheap Shot 3	↘, ↗, ↖ + ↗
Air Beam Shot	↗, ↖, ↗

SUPER

Gut Shot	↘, ↗, ↖ + ↗
Revolver Rush	↘, ↗, ↖ + ↗
Air Revolver Rush	↘, ↗, ↖ + ↗ + ↗
Carried Away	↘, ↗, ↖ + ↗

COMBOS

String Combo 1	↖, ↗, ↖, ↗
String Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 1	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 2	↖, ↗, ↖ + ↗
Super Combo	↖, ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Master Combo	↖, ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗

AIR COMBOS

String Combo 1	↖, ↗, ↖, ↗, ↖, ↗
String Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 1	↖, ↗, ↖ + ↗, ↖ + ↗
Special Combo 2	↖, ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Super Combo	↖, ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Master Combo	↖, ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗

NIGHTCRAWLER

Highly skilled with a sword, he also has the ability to teleport anywhere, making him difficult to perform combos on.

STANDING

Claw Jab	↖
Extended Strike	↖
Cross Sword Slash	↖ + ↗
Cross Kick	↖
Reverse Side Kick	↖
Flip Kick	↖ + ↗
Flopping Sword Slash	↖ + ↗

CROUCHING

Low Claw Jab	↘ + ↗
Reaching Right Cross	↘ + ↗
Down Slash	↘ + ↗ + ↖
Extended Front Kick	↘ + ↗
Slide Kick	↘ + ↗
Extended Slide Kick	↘ + ↗ + ↖
Vault Kick	↘ + ↗

JUMPING

Airclaw Jab	↗ + ↖
Cross Claw	↗ + ↖
Sword Sweep	↗ + ↖ + ↗
Spring Kick	↗ + ↖
Tail Spin	↗ + ↖
Avie Rotation	↗ + ↖ + ↗
Downward Sword Swipe	↗ + ↖ + ↗

THROWS

Back Slash Bamf	↖ + ↗
Acrobatic Tail	↖ + ↗ + ↖

SPECIAL

Bamf	↘, ↗, ↖
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Bamf 2	↘, ↗, ↖, ↗
Bamf 3	↘, ↗, ↖ + ↗
Air Bamf	↗, ↖, ↗
Teleslash	↘, ↗, ↖
Teleslash 2	↘, ↗, ↖
Teleslash 3	↘, ↗, ↖ + ↗



Reverse Trajectory	↖, ↗, ↖
Reverse Trajectory 2	↖, ↗, ↖
Reverse Trajectory 3	↖, ↗, ↖ + ↗

SUPER

Popular Excursion	↘, ↗, ↖ + ↗
Tele-Combo	↘, ↗, ↖ + ↗
High In The Sky	↘, ↗, ↖ + ↗

COMBOS

String Combo 1	↖, ↗, ↖, ↗, ↖, ↗
String Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 1	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Super Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Master Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗

AIR COMBOS

String Combo 1	↖, ↗, ↖, ↗, ↖, ↗
String Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Master Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗

PHOENIX

A very powerful mutant, Phoenix is very fast and good at air combat. Her telepathic powers also make her good at long-range attacks.

STANDING

Jab	↖
Right Tease	↖
Psy Force	↖ + ↗
Ankle Kick	↖
Back Kick	↖
Pirouette Roundhouse	↖ + ↗
Overhead Kick	↖ + ↗

CROUCHING

Jab	↘ + ↗
Left Chop	↘ + ↗
Psy Rush	↘ + ↗ + ↖
Short Kick	↘ + ↗
Pop Kick	↘ + ↗
Roundhouse	↘ + ↗ + ↖
Psy Pop	↘ + ↗

JUMPING

Jab	↗ + ↖
Psy Force	↗ + ↖
Double Palm	↗ + ↖ + ↗
Short	↗ + ↖
Pop Kick	↗ + ↖
Air Pirouette	↗ + ↖ + ↗

THROWS

Thinking Hard	↖ + ↗
---------------	-------



High IQ	↘ + ↗ + ↖
Psychic Slam	↖ + ↗ + ↖

SPECIAL

Earth Flare	↘, ↗, ↖
Earth Flare 2	↘, ↗, ↖
Earth Flare 3	↘, ↗, ↖ + ↗
Fire Bird	↘, ↗, ↖
Fire Bird 2	↘, ↗, ↖
Fire Bird 3	↘, ↗, ↖ + ↗
Scorching Arrow	↘, ↗, ↖
Scorching Arrow 2	↘, ↗, ↖
Scorching Arrow 3	↘, ↗, ↖ + ↗

SUPER

Metaphysical Confusion	↘, ↗, ↖ + ↗
Searing Arrow	↘, ↗, ↖ + ↗
Scorching Flight	↘, ↗, ↖ + ↗
Air Scorching Flight	↘, ↗, ↖ + ↗ + ↗
Empathy Shell	↘, ↗, ↖ + ↗

COMBOS

String Combo 1	↖, ↗, ↖, ↗
String Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 1	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Super Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Master Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗

AIR COMBOS

String Combo 1	↖, ↗, ↖, ↗, ↖, ↗
String Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 1	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Super Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Master Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗

ROGUE

Able to absorb opponent's powers through contact, she can use mutants' own abilities against them.

STANDING

Backhand	↖
Lunging Gut Punch	↖
Shoulder Ram	↖ + ↗
Knee Strike	↖
Shin Kick	↖
Big Boot	↖ + ↗
Windmill Hammerfist	↖ + ↗

CROUCHING

Low Jab	↘ + ↗
Reaching Right Cross	↘ + ↗
Upward Double Hammer	↘ + ↗ + ↖
Extended Front Kick	↘ + ↗
Right Leg Sweep	↘ + ↗
Double Leg Kick Out	↘ + ↗ + ↖
Double Upper	↘ + ↗

JUMPING

Air Elbow	↗ + ↖
Downward Hook	↗ + ↖
Double Hammerfist	↗ + ↖ + ↗
Knee	↗ + ↖
Double Knee	↗ + ↖
Avie Rotation	↗ + ↖ + ↗
Big Pant Kick	↗ + ↖ + ↗

THROWS

Back To Earth	↖ + ↗
Up & Away	↖ + ↗ + ↖
Toss Away	↖ + ↗ + ↖

SPECIAL

Jaw Splitter	↘, ↗, ↖
Jaw Splitter 2	↘, ↗, ↖
Jaw Splitter 3	↘, ↗, ↖ + ↗
Southern Charm	↘, ↗, ↖
Absorbed Ability	↘, ↗, ↖
Skyraper Dive	↘, ↗, ↖ + ↗
Skyraper Dive 2	↘, ↗, ↖ + ↗
Skyraper Dive 3	↘, ↗, ↖ + ↗ + ↗

SUPER

Energy Drain	↘, ↗, ↖ + ↗
KO Blow	↘, ↗, ↖ + ↗ + ↗
Bone Breaking Blows	↘, ↗, ↖ + ↗
Meteor Blow	↘, ↗, ↖ + ↗

COMBOS

String Combo 1	↖, ↗, ↖, ↗
String Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 1	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Super Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Master Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗

AIR COMBOS

String Combo 1	↖, ↗, ↖, ↗, ↖, ↗
String Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 1	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Special Combo 2	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Super Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗
Master Combo	↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗, ↖ + ↗



SABRETOOTH

The fanged fighter is similar to Wolverine in fighting style but with some deadly combos that can end bouts very quickly.

STANDING	
Slap	⊖
Claw Swipe	⊖
Double Cross	⊖ + ⊖
Side Kick	⊖
Slam Kick	⊖
Axe Kick	⊖ + ⊖
CROUCHING	
Thigh Claw Swipe	↓ + ⊖
Diagonal Upper	↓ + ⊖
Double Claw Upper	↓ + ⊖ + ⊖
Push Kick	↓ + ⊖
Gut Kick	↓ + ⊖
Spinning Back Kick	↓ + ⊖ + ⊖



JUMPING	
Cross	↑ + ⊖
Double Claw	↑ + ⊖
Flip Claw	↑ + ⊖ + ⊖
Toe Claw	↑ + ⊖
Spinning Side Kick	↑ + ⊖
Drop Kick	↑ + ⊖ + ⊖
Chest Splash	↑ + ⊖ + ⊖ + ⊖
Arial Axe	↑ + ⊖ + ⊖
Cross Slash	↑ + ⊖ + ⊖

THROWS	
Piledriver	⊖ + ⊖
Spin Cycle	⊖ + ⊖ + ⊖
Suplex	⊖ + ⊖ + ⊖

SPECIAL	
Dusty Scratch	⊖ → ⊖ + ⊖
Body Shredder	⊖ → ⊖ + ⊖
Body Shredder 2	⊖ → ⊖ + ⊖
Body Shredder 3	⊖ → ⊖ + ⊖
Ill-Treatment	⊖ → ⊖
Meat Grinder	↑ → ⊖ + ⊖

SUPER	
Mutant Relief	⊖ ⊖ ⊖ ⊖
Claw Hammer	↑ ⊖ + ⊖ + ⊖
Ground Pound	↓ ⊖ + ⊖ + ⊖
Rampant Strength	⊖ ⊖ ⊖ ⊖

COMBOS	
String Combo 1	⊖ ⊖ ⊖ ⊖
String Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 1	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖
Special Combo 2	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖
Super Combo	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Master Combo	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖

AIR COMBOS	
String Combo 1	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
String Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 1	↑ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖

Super Combo	
Super Combo	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Master Combo	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖

STORM

Just like Michael Fish, Storm holds the awesome power of the weather at her fingertips and, as such, is very good in long-range fights.

STANDING	
Chop Slash	⊖
Backhand	⊖
Power Fists	⊖ + ⊖
Knee Shot	⊖
Pose Kick	⊖
Spinning Toe Strike	⊖ + ⊖
Reverse Stomp	↓ + ⊖
CROUCHING	
Chop	↓ + ⊖
Slash	↓ + ⊖
Power Fists	↓ + ⊖ + ⊖
Short Kick	↓ + ⊖
Slide Kick	↓ + ⊖
Stretch Kick	↓ + ⊖ + ⊖

JUMPING	
Face Smack	↑ + ⊖
Forward Punch	↑ + ⊖
Power Fists	↑ + ⊖ + ⊖
Short Kick	↑ + ⊖
Pose Kick	↑ + ⊖
Soar Kick	↑ + ⊖ + ⊖

THROWS	
Goddess Hand	⊖ + ⊖
Dust Devil	⊖ + ⊖ + ⊖
Storm Toss	⊖ + ⊖ + ⊖

SPECIAL	
Ball Lightning	↓ ⊖ ⊖
Ball Lightning 2	↓ ⊖ ⊖
Ball Lightning 3	↓ ⊖ ⊖ + ⊖
Electric Drill	⊖ → ⊖ + ⊖
Electric Drill 2	⊖ → ⊖ + ⊖
Electric Drill 3	⊖ → ⊖ + ⊖ + ⊖
Lightning Bolt	⊖ → ⊖ + ⊖
Lightning Bolt 2	⊖ → ⊖ + ⊖
Lightning Bolt 3	⊖ → ⊖ + ⊖ + ⊖
Static Electricity	↑ ⊖ ⊖ + ⊖

SUPER	
Static Force	⊖ ↑ ⊖



Hyper Electric Drill	⊖ → ⊖ + ⊖ + ⊖
Thunder Goddess	⊖ → ⊖ + ⊖ + ⊖
Air Thunder Goddess	↑ ⊖ ⊖ ⊖ ⊖ ⊖

COMBOS	
String Combo 1	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖
String Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 1	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖
Special Combo 2	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖
Super Combo	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Master Combo	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖

AIR COMBOS	
String Combo 1	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖
String Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 1	↑ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖

Super Combo	
Super Combo	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Master Combo	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖

TOAD

Having the characteristics of a frog makes Toad a tough opponent. He has some powerful kicks and his long tongue keeps him out of reach.

STANDING	
Tongue Lash	⊖

Tongue Extend	→ + ⊖
Hop Punch	⊖
Leaping Double Punch	⊖ + ⊖
Funky Kick	⊖
Leap Front Kick	⊖
Donkey Kick	⊖ + ⊖
Overhead Punch	↓ + ⊖

CROUCHING	
Elbow	↓ + ⊖
Cross Punch	↓ + ⊖
Fist Dive	↓ + ⊖ + ⊖
Funky Kick	↓ + ⊖
Flip Up Kick	↓ + ⊖
Leap Drill Kick	↓ + ⊖ + ⊖
Hook Kick	⊖

JUMPING	
Two Fisted Jab	↑ + ⊖
Left Cross	↑ + ⊖
Double Spin Fist	↑ + ⊖ + ⊖
Funky Kick	↑ + ⊖
Right Left Kick	↑ + ⊖
Double Kick Down	↑ + ⊖ + ⊖

THROWS	
Circus Feat	⊖ + ⊖
Super Toss	⊖ + ⊖ + ⊖
Leapfrog	⊖ + ⊖ + ⊖

SPECIAL	
Venomous Spew	↓ ⊖ ⊖
Back Flop	⊖ ⊖ ⊖
Lily Pad Leap	↓ ⊖ ⊖ ⊖
Tadpole Slide	↓ ⊖ ⊖ ⊖
Drilling Drop Kick	↓ ⊖ + ⊖
Flytrap	⊖ → ⊖

SUPER	
Bulfrog Boot	⊖ → ⊖ + ⊖ + ⊖
Crazy Legs	⊖ ⊖ ⊖ + ⊖
Flying Toad	⊖ → ⊖ + ⊖ + ⊖

COMBOS	
String Combo 1	⊖ ⊖ ⊖ ⊖ ⊖
String Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 1	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖
Special Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Super Combo	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Master Combo	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖

AIR COMBOS	
String Combo 1	⊖ + ⊖ ⊖ ⊖ ⊖ ⊖
String Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 1	↑ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖

Super Combo	
Super Combo	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Master Combo	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖

WOLVERINE

Logan is a brutal fighter and uses his Adamantium claws to tear his opponents to pieces. His healing power also makes him nearly unstoppable.

STANDING	
Claw	⊖
Upward Claw	⊖ + ⊖
Double Upper Claw	⊖ + ⊖
Knee	⊖
Shin Kick	⊖
Spring Kick	⊖ + ⊖
Barrel Roll	↓ + ⊖

CROUCHING	
Claw	↓ + ⊖
Slab	↓ + ⊖
Double Claw	↓ + ⊖ + ⊖
Short	↓ + ⊖
Gut Wrench	↓ + ⊖
Spring Kick	↓ + ⊖ + ⊖
Upper Claw	↓ ⊖

JUMPING	
Jumping Strike	↑ + ⊖
Backhand Slash	↑ + ⊖
Downward Slash	↑ + ⊖ + ⊖
Front Kick	↑ + ⊖
Stretch Thai Leg	↑ + ⊖
Backflip Kick	↑ + ⊖ + ⊖
Upper Slash	↑ + ⊖
Thai Double Kick	↑ ⊖ + ⊖

THROWS	
Stab Kick Combo	⊖ + ⊖
3 Claw Ripper	⊖ + ⊖ + ⊖
Jump 'n Jive	⊖ + ⊖ + ⊖



SPECIAL	
Slashing Frenzy	↓ ⊖ ⊖
Wolf Leap	↓ ⊖ ⊖
Tadpole Slide	↓ ⊖ ⊖ ⊖
Wolf Leap 3	↓ ⊖ ⊖ + ⊖
Swivel Kick	⊖ → ⊖
Talon Assault	⊖ ⊖ ⊖ ⊖
Frenzied Slashes	⊖ → ⊖
Talon Raid	⊖ → ⊖

SUPER	
Precise Cut	↓ ⊖ ⊖ + ⊖
Special Delivery	⊖ ⊖ ⊖ ⊖
Rapid Regeneration	⊖ → ⊖ + ⊖

COMBOS	
String Combo 1	⊖ ⊖ ⊖ ⊖ ⊖
String Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 1	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖
Special Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Super Combo	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Master Combo	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖

AIR COMBOS	
String Combo 1	⊖ + ⊖ ⊖ ⊖ ⊖ ⊖
String Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 1	↑ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Special Combo 2	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖

Super Combo	
Super Combo	↓ ⊖ + ⊖ + ⊖ + ⊖ + ⊖
Master Combo	⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖ ⊖



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UNWANTED ADVANCES

Hi people! I'm writing to say that I thought your review of *FFX* was excellent! It greatly moved and touched me. You probably all think I'm being extremely cheesy and I'm some sort of crackpot individual but hey, what the heck, I'm saying it anyway!

Claire Farnworth, email

PS Is the price really expected to be £70-85? Thanks for the positive feedback.

Personally, if a strange videogame review touched us we'd give it a slap round the chops and throw a drink in its face. The £70-85 price tag was for the import version; the official UK release (due early next year) will probably be priced at £40-45.

BATTLE ROYALE

The PS2 has already established itself as king of the consoles. However, which PS2 beat-'em-up will be the king of the hill? Will it be *Tekken 4* or *Virtua Fighter 4*? Please tell me because you are champion of all mags.

Kyle Fitzpatrick, email

Tekken 4 and *Virtua Fighter 4* both have their own merits. With that said, the office favourite is *Capcom vs SNK 2*:

Mark Of The Millennium (the finest beat-'em-up ever made). As for *PLAY* being champion of all mags, we beg to differ and suggest you pick up the latest copy of *EXCHANGE & MART*. Take our word for it, it's a real mind scramble.

THE FINAL WORD

I am a huge *Final Fantasy* fan and would like to know where I could find a copy of *FF* one to six. I've looked everywhere, but can't find them (oh, and what consoles do each of them play on?). Also, could you please tell me what *FF Anthology* and the other *FF* games with weird names at the end are, and where I could find them?

Lee, Warmminster, email

The first three *Final Fantasy* games appeared on Nintendo's 8-bit Famicom system and episodes four to six on the 16-bit Super Famicom. However, not all the games received a Western release

and those that did were confusingly renumbered. Since then several PlayStation conversions of the games have appeared (not in the UK though). *Final Fantasy: Anthology* (for PlayStation) appeared in the US some time ago and contained Western language conversions of the Japanese titles *FFV* and *FFVI*; sadly, the package never made it to these shores. More recently the US market saw the release of a PSone conversion of *FFIV*, which also came with the excellent *Chrono Trigger*. The best place to look for these is in an import store; you could start with some of the ads in the back of this magazine.

CHAUVINIST WOODPECKERS

Hello *PLAY*, how are you? From my reply to my letter in issue 81 I've established that when you say you've never seen a lady before you actually mean you're 47, divorced and spend every waking hour looking for rude words in the dictionary. Anyway, if you're going to write a dictionary analysis of a lady then allow me to provide one for a gentleman. Here it goes: An animal with short legs, cloven hooves and blunt snout. Greedy or unpleasant'. In the words of Rolf Harris, "Can you guess what it is yet?"

Sophie Weller, email

Your description of the *PLAY* team is fairly accurate, bar the divorced bit (nobody would be foolhardy enough to get hitched to one of us in the first place). As





for your dictionary description, we're puzzled as to why you would liken a gentleman to a woodpecker (that is what you're describing, right?). Anyway, enough from Weller, may you never darken these pages again.

ESTHER RANTS ON

My name is Esther and I want to say that your magazine sucks! Why do I have to spend money on a shoddy mag and read PS2 reviews? I don't care about PS2, I care about PSone. Furthermore, don't be a hypocrite [do you understand what this word means? - Ed] with the writers. I know you don't like me, but how do I kill the last creature in *Quake II*?

Esther Arazi, email

Esther, Esther, Esther, let us assure you that you don't have to spend money on our shoddy mag or read PS2 reviews. You are your own person so do what YOU want to do. Never let anybody push you around. By the way, we do like you, but unfortunately we can't tell you how to kill the last creature in *Quake II*, because we're too busy writing reviews of PS2 games (we know you love 'em).

MORE ESTHER GOLD

First of all I want to say that **PLAY** sucks. My reasons? Okay, first of all don't be a hypocrite [there it is again - Ed] with the writers like Hellfire in issue 80. Secondly, care a little bit for the PSone. I don't spend my money to read everything about the PS2. Thirdly, since issue 65 you've put only PS2 games on the covers. The UK's best unofficial PlayStation magazine! Yeah right. I would say the UK's best unoriginal PS2 magazine. Anyway, I know you hate me, but that's okay, accept my choice.

Esther Arazi, email

Esther, listen to us, we really don't hate you, we think you're a wonderful human being. Oh, by the way, we loved the gag about being 'the UK's best unoriginal PS2 magazine'. As for the PS2 covers comment, do these ring any bells? *Tomb Raider: Chronicles* (issue 71), *Final*



arena

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LETTER OF THE MONTH THE FEMALE MIND

I wanted to express my thoughts in a long, boring letter but instead (for your benefit) I'll just put them into short [boring - Ed] bullet points.

1. I really want a PS2. The only reason I don't have one is because I don't have the money. Unluckily for me I don't get given PS2s for Easter or for free (you lucky sods). Remember this letter when you ask why we aren't buying PS2s.
2. I understand that the PSone is going down (slowly, but it's going) and the amount of games being released for it are decreasing, thus **PLAY** cannot review a large number of PSone games if they are not being produced. I realise that you are not favouring the PS2 and that it is your job to review games, whether they are for the PSone or PS2.
3. I am a female (notice the fact I do not use the words woman, girl or lady in case you decide I am not one of them). I would like you to understand some things about me. I do not think I am better than males. In fact, believe it or not, I would like to think we are equal.
4. I like lots of different games, but especially those with gore, violence and blood. I don't know why. I don't find this strange and so don't feel I should say something like 'Are you surprised?' because I know you will not be.
5. I don't feel that I should complain about the sexist jokes that males make (eg driving skills) because I know they are just jokes and, in some cases, true.

So, I hope I've written something that may make you understand me. Maybe, just maybe, some kind, loving soul will read this letter and think, 'Poor girl/women/lady/female, I should send her a PS2, just because she sounds like she'd really look after it and spend all of her free time playing it'. Then again, maybe not.

Laura Czapski, email

Well hello there, young 'female'.

1. Free PS2s for Easter? Most of us didn't even get a bloody Cream Egg this year. Let's get this straight, the only person who gets free PS2s is the Editor. He's had about five from the office and unsubstantiated rumours suggest he's got one set up in his toilet. Apparently he's using the others to build a shrine to the false gods that he worships.
2. At last, somebody finally got the message. Have a star and a hearty slap on the back, young lady.
3. You is female, we am male (notice the fact that we do not use the words men, boys or gentlemen in case you decide we am not any of these).
4. That's rather disturbing, we feel.
5. How many women does it take to...

If you're after a free PlayStation2, please refer to point one. By the way, reading back through this letter, does it actually have anything to do with games at all? Answers on a postcard please...

Fantasy IX (issue 73), *C-12* (issue 74) and *Time Crisis: Project Titan* (issue 75). My friend, we salute you.

CAT FIGHT

I'm not writing to ask for any info about PlayStation stuff, but just to say that your replies to the letters you receive are fantastic and make me giggle all the time. I've only started collecting the mag for the last four months and everything about it is just fab. **PLAY** is worth every last penny of the £2.99 you charge for it [oh dear, we've just gone up to £3.20 - Ed].

CAT, email

PS I would just like to say to Sophie Weller, issue 81, that if that's all she's earning, she should get another job and a life. Also, does it matter whether the letters that are printed are from males or females? I mean, what difference does it make?

We recently purchased some wafer-thin

ham from a popular supermarket. The packaging for this 'meat' stated 40 slices were contained within. Having taken a count to check the legitimacy of this claim we were appalled to discover only 39 slices. What a disgrace. Furthermore, last Wednesday whilst walking home we noticed the sky looked somewhat overcast. During the aforementioned journey we noticed a man walking two near-identical Dachshunds without a lead. Fortunately, we all got home safely and dry. Bet that stopped the giggling.

THE REAL THING?

I'd just like to point out that the quality of the letters in **PLAY** issue 83 - yes, this issue - has been abysmal. None of them seem to have anything to do with the PlayStation; in fact, half of them don't even seem to relate to videogames at all. If I want to read about woodpeckers and sexual equality I'll buy an

"I'D JUST LIKE TO POINT OUT THAT THE QUALITY OF THE LETTERS IN PLAY ISSUE 83 - YES, THIS ISSUE - HAS BEEN ABYSMAL. NONE OF THEM SEEM TO HAVE ANYTHING TO DO WITH THE PLAYSTATION"

Graeme Nicholson, Editor, **PLAY** magazine

EMAIL: PLAY@PARAGON.CO.UK

ornithology magazine or COSMOPOLITAN. Now please can we have some letters that contain at least some mention of the PlayStation? I notice the quality of the replies is of a substandard quality also.

Graeme Nicholson, Editor of **PLAY** magazine, email

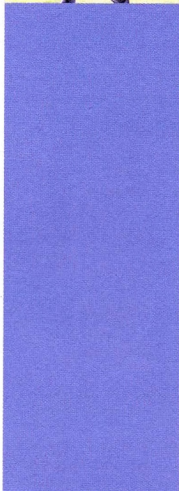
Hello Graeme, we're sorry you haven't been enjoying the letters pages so far this month. Perhaps this next letter about *Final Fantasy* characters will get your juices flowing – enjoy. We sincerely hope you continue to purchase and enjoy **PLAY** magazine in the future.

FANTASY WORLD

Hi, I'm writing this because I think it's well overdue now. It concerns the *Final Fantasy* saga. Firstly, *FFVII* is not the best in the series, it is totally overrated. The game is too slow and the story drags on. I mean think about it, for most of the game you hear about Mako and stuff and then suddenly there's a bloody comet. Then secondly we have the famous argument about Cloud vs Squall. I personally think the little shrimp doesn't have a living chance – have you even played the game? Squall will rule that one. This brings us to the question, why do you people hate *FFVII*? It was ingenious; it was mature looking and fun to play. The junction system was not hard, it was there for a different challenge and I loved it. Drawing magic and spells made it even more of a challenge, but that was great. They made the game a challenge and all you brainless freaks out there ran for cover. Now we have *FFIX*, the game is jaw-dropping. It is cute, fun, colourful, adventurous, skilful and much more. These games exceed in brilliance every time a new one comes out. Also, a big 'Oh my God!' to *The Spirits Within*, I can't wait for the next film in another four year's time. Lastly, I want *FFX* and I want it now! When is the game coming out in the UK? Please don't say sometime next year, you'll just break my heart. Square is doing a great job on these games, let's hope it keeps up the good work. By the way, the Xbox is crap!

Gary McEwan, email

So let's crystallise this. You think *FFVII* is overrated, Squall would beat Cloud in a fight and *FFVIII* is very good. You also feel that *FFIX* and *The Spirits Within* were both



WE RESERVE THE RIGHT TO EDIT YOUR LETTERS AND REGRET THAT IN MOST CASES WE CANNOT REPLY TO THEM PERSONALLY.



very good. Thank you for sharing that with us all Gary, because we were all just desperate to hear what your opinion on those subjects was. Anyway, not wanting to break your heart, it's our sad duty to inform you that *FFX* will indeed be out 'sometime next year'. The game's due out in the US in January 2002 so expect a UK release in March or April. Finally, how do you know Xbox is crap? Have you seen one, have you played any games on it? You must have some pretty good contacts at Microsoft, because we've only been able to play a couple of quick games on it.

STYLE OVER SUBSTANCE?

Okay, straight to the point – well, actually I have two points...

1. Are developers using the PS2's graphics to lure unwary members of the public into buying bad games? I mean, videogame graphics are getting better all the time, so do you think that developers are sacrificing gameplay for fancy visuals? You see the box on the shelf in the shops all covered with fancy pictures of people kicking old ladies and shooting off zombies' private parts so you think, 'Oh, that looks like fun!', you scrape out £45 and drive home with a great big grin on your face. Then you realise to your horror that despite the images on the box showing people jumping through walls and running other people down, the actual game involves a little baby teddy searching the vast expanse of a young girl's bedroom [sounds quite good to us – Ed]. Okay, that's a bit drastic, but think about *Z.O.E.* for example. It looks cool but when you get it home you feel like kicking the TV in. What do you think about this?

2. Have you ever had a game (eg *Onimusha Warlords*, hint hint) that would not play in your PS2? I got this game three (yes, three) times (two were rented, admittedly) but they all started loading then nothing happened, I waited for 15 minutes and still nothing. I'm not stupid, they were not scratched. Any ideas? Skip Julie Oz), email

Your point about pretty visuals masking bad gameplay is fair enough. As you say,



NOT LETTER OF THE MONTH LUCKY STARS

I bought your mag and scratched the Treasure Island game card to see if I'd won anything. I got three matching symbols and called your info line to find out what I had won. I had no luck getting through to the info line, can you please help me?

Jason, Australia, email

Don't worry. We don't make the scratch cards. Usually your prize is something along the lines of a key ring with 'whaaassup' written on it. Of course, we're sure (cough) 'genuine cash prizes' are up for grabs as well.

sometimes developers seem to spend more time on making a game look nice rather than focusing on the all-important gameplay. The solution to this is not to be taken in by images on the game's packaging, which can often be misleading. Just make sure you read the reviews in **PLAY** and you won't end up buying any turkeys. As for your problem with *Onimusha Warlords*, we've had absolutely no problems with that title. If you've purchased a copy of a game and it doesn't work take it back to the store and ask for a replacement, but make sure you hang onto the receipt.

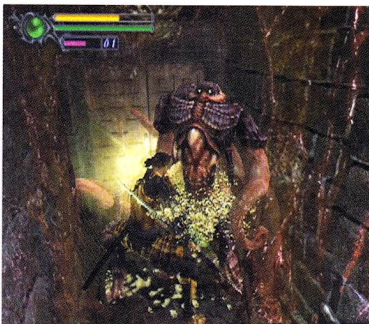
THE PRICE IS WRONG

In your buyers' guide, why don't you put the price of the games and where to get them? I really like the sound of *Point Blank*, but I can't find it in the shops anywhere. My grandma really likes playing my games, including *Rayman 2* and *Spyro*. She's really good at them as well. I just thought you would like to know, that's all.

David Garlick, email

PS I think the controls in *Ape Escape* are rubbish, so I would give it 60%.

We'd like to include the price of games and where to buy them in the Playlist, but both these factors are constantly changing, especially with second-hand games, which vary in price and availability from store to store. As for your grandma, it's good to hear it's not just the youngsters enjoying the delights of PlayStation. Finally, *Ape Escape* is one of the best games on the PSone. The controls do require a little bit of practice, but once you've got the hang of them it's a classic.



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TOP20

All G 2	11218	Good evening. You've reached da Staines Massive Punani advice line ansaphone...
Mission Impossible	11111	"Hello caller, your mission, should you choose to accept it, is to leave..."
Austin Powers	11096	"Like, no ones home, baby...Oh behave baby!"
Bohemian Rhapsody	11126	"Is this a real voice? No this is an answerphone..."
Pulp Fiction	11101	"Any of you hang up without leaving a message and I'll execute every last one of you..."
Silence of the Lambs	11104	"Here the lambs stopped screaming! I do wish we could chat longer but I'm having an old friend for dinner..."
Friends	11109	"You better leave a message before you go away..."
Simpsons 2	11119	"Hello, you've reached the home of - whoever you're calling..."
Cartman (South Park)	11231	"Ok Ok, This is Cartman. I'm not coming to the phone so you'd better leave a message or I'll kick your Butt!"
Del Boy	11221	"Oh Rodney, you plonker. Come here. This machine is top of the range, Japanese, state of the art equipment."
Only Fools and Horses	11114	"I'm afraid there's no one available to take your call at the moment - Oyl, give me that you little tart!"
Cheech and Chong	11157	"Oh man, thank you for calling the number. No one can come to the phone right now coz they're kinda tied up..."
Fat Fingers	11046	"The fingers you have used to dial are too fat..."
Lee Evans	11238	"Hello...erm...hello...erm. This is...this is...forget it. No. I'm erm...I'm erm...am I?!"
Lilly Savage	11226	"This is an answer phone right! And what you do is leave a message. Now I'm either out seeing a stripper in bed..."
Dumb and Dumber	11098	"Want to hear the most annoying sound in the world?..."
Richard Wilson	11223	"What??? ...I'm supposed to what? ...leave a message? ...but I'm not calling anyone ..."
Terminator	11105	"Don't terminate your call, I'll be back..."
Murray Walker	11222	"Hello, and welcome to the British answer phone... leave a short message after the pip stop. GoGoGoGoGoGoGo!"
Clint Eastwood	11162	"There's no one here but Smith, Weston and me..."

Music

Uncle Kracker	11278	"Can't answer the phone right now, I'm too busy listening to Uncle Kracker, leave a message."
Englishman in NY	11135	"I don't think I am home right now my dear..."
Wonderful World	11183	"Well I don't claim to be here this moment, but I'd long to be, cause baby by being here this moment..."
Wonderful World	11192	"...and I think to myself who the hell can it be..."
Sexy Thing	11180	"I believe in miracles, when you call, you sexy thing...I believe in miracles, when you leave your name..."
Man in Mirror	11189	"Just one message get's me so excited...I'll want to make the world a better place..."
Military Rap	11188	"I don't know who you are, Where you calling near or far..."
Mexican	11187	"Well you know I'm at the Fiesta, I will call you when I take a Siesta"
You've Got To Be	11153	"You've got to be good, you've got to be kind, you've got to leave a message..."
Tell Me Why	11152	"Tell me why, why you called on my phone..."
Spice Girls	11151	"If you want to be my lover, you have got to leave. Leave your name and number..."

Movies

Austin Powers	11096	"Like, no ones home, baby...Oh behave baby!"
Pulp Fiction	11101	"Any of you hang up without leaving a message and I'll execute every last one of you..."
Mission Impossible	11099	"...Leave your name, phone number and the name of the country you wish to invade"
Dumb and Dumber	11098	"Want to hear the most annoying sound in the world?..."
Terminator	11105	"Don't terminate your call, I'll be back..."
Silence of the Lambs	11104	"Here the lambs stopped screaming! I do wish we could chat longer but I'm having an old friend for dinner..."
Ace Ventura	11228	"Hi, this is Ace Ventura. Pet detective. Somewhere out there is a lonely, needing animal...All righty then..."
Queen Amidala	11268	"This is Queen Amidala of the Naboo...we have blocked all incoming communications..."
Jar Jar Binks	11267	"Hellooooo...me's a out at the moment...you's a can leave us a message..."
Yoda	11266	"Mmm. The force is strong in this one. You will leave a message after the beep"
Darth Vader	11265	"I sense a disturbance in the force. The dark side is calling me..."
Humphrey Bogart	11154	"Of all the answering machines in all the world you had to call mine..."

People

Chris Tarrant	11240	"How do you feel? Relaxed? Confident? Good. Okay...Final answer!"
Lee Evans	11238	"Hello...erm...hello...erm. This is...this is...forget it. No. I'm erm...I'm erm...am I?!"
Murray Walker	11222	"Hello, and welcome to the British answer phone...leave message after the pip stop. GoGoGoGoGoGoGo!"
David Beckham 2	11220	"Oh please let me leave the answerphone message Victoria...I'll wear the thong again..."
Lilly Savage	11226	"This is an answer phone right? ...leave your mess after the long moan..."
Elvis Presley	11172	"Hey baby, this here's the King..."
Madonna	11169	"What are you calling for? Remember when you hear the beep to express yourself..."
Clint Eastwood	11162	"There's no one here but Smith, Weston and me..."
Cheech and Chong	11157	"Oh man, thank you for calling the number. No one can speak right now coz they're kinda tied up..."
Robin Williams	11179	"Hello, you've reached Dr Heimlich, leave a message"
John Wayne	11178	"Hold on there pilgrim, just because this is an answering machine doesn't give you the right to hang up..."
Barbara Walters	11177	"Hello, the house you have called..."
Shirley Temple	11176	"Sorry but no one is at home, goosh oh gee but I have fun, taking down messages one by one"
Sylvester Stallone	11174	"Hello, just a minute, it's for me..."
Ronald Reagan	11173	"Hello, I'm here taking your message, why are you calling and what do you have to say?..."
Mick Jagger	11168	"How you all doing out there? I can't hear you..."
Michael Jackson	11167	"Hi, thanks for calling, I don't want to say too much - it's too painful..."
Paul Gascoigne	11166	"Wah Hey man...Leave us a message after the beep or I think I might start to cry..."
Zsa Zsa Gabor	11165	"Hello darling, I was just clipping my poodles and I think they are all gay..."
W.C. Fields	11164	"An answering machine, enough to drive a person to drink..."
Dame Edna Everage	11163	"Hello possums, I'm sorry I'm not able to pick up the Megastar Hotline right now..."
Rodney Dangerfield	11161	"Hi, this is Rodney Dangerfield. No one can come to the phone, they're out seeing my new movie..."
Alice Cooper	11160	"Hello your rotten little bloodsuckers, this is Alice Cooper..."

Fun

Workout	11095	"and 5, 6, 7, 8, can't talk right now..."
Witch	11094	"Gobble gobble troll and bobbie, I'm not home so what's the trouble..."
Win a car	11093	"Congratulations, you are the one millionth caller and you have just won a brand new car..."
Warning	11092	"Warning, this call is being monitored and is being traced to your number..."
Voice Blackmail	11091	"Your voice patterns are now being digitally encoded and stored..."
Vampire	11090	"Good day, we are all lying down on the job at moment...but your call is not in vein..."
Turtle Tribute	11089	"We can't come to the phone right now because our pet turtle, Tippy, has passed away..."
Trailer	11088	"And now, from the household you tried to reach - The untold story of how they missed your call..."
Texas	11087	"If you leave your name and number I'll show the flow of the phone activity at this time..."
Telephone Tag	11086	"It's Telephone Tag Time again! You leave a message on this machine, then you get a return call..."
Teenager	11085	"Like hi, ok, like all my parents say I do is give them attitude, right?..."
Talk Show	11084	"Hello there and welcome to the show, today's topic is answering machines..."
Spooky	11083	"Thank you for calling, please leave a sound byte..."
Special	11081	"Hello...you must be someone very special..."
Space Station Mir	11080	"Good day comrades, Thank you for calling Space Station Mir..."
Space Shuttle	11079	"Good day, thanks for calling the Space Shuttle..."
Sixth Sense	11078	"We know you are and what you want so at the sound of the tone please hang up"
Silly Voices	11077	"Hello, you have reached the Monty Python Silly Voices Preservation Society"
Sex and Lies	11076	"Hi, Thanks for calling the White House..."
Seconds Remaining	11075	"You will have exactly 10 seconds less remaining in your life..."
Screening	11074	"Hello, we're home right now screening our calls..."
Secretary	11073	"Hello, no, we went out for 15 minutes half an hour ago and won't be back for 2 hours..."

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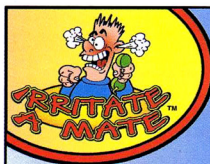
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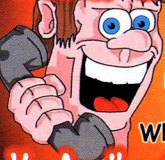
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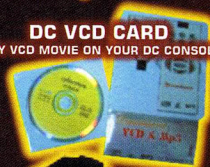
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- 5349 Blow Your Mind - Eve feat. Gwen Stefani
- 5441 Turn Off The Light - Nelly Furtado
- 5779 Fallin' - Alicia Keys
- 5641 Family Affair - Mary J. Blige
- 5745 Baila - Zucchero
- 5744 There Must Be An Angel - No Angels
- 6085 Only Time - Enya
- 5536 Can't Get You Out Of My Head - Kylie Minogue
- 4850 BBC Cricket - TV Theme
- 3763 Out Of Reach - Gabrielle
- 5579 Crying At The Discotheque - Alcazar
- 3764 Don't Stop Movin' - S Club 7
- 5324 All Or Nothing - O-Town
- 4766 Lady Marmalade - Christina Aguilera
- 5322 Eternal Flame - Atomic Kitten
- 5743 La Bomba - King Africa
- 6086 What I Mean - Modjo
- 5270 Eternity - Robbie Williams
- 5417 Follow Me - Uncle Kracker
- 4457 Who's That Girl - Eve

A-Z 100

- 4847 A Team - TV Theme
- 4680 Airwolf - TV Theme
- 0268 Angels - Robbie Williams
- 5213 Another Chance - Roger Sanchez
- 5550 Badboy For Life - P Diddy
- 5316 Banana Splits - TV Theme
- 4850 BBC Cricket - TV Theme
- 0166 Benny Hill 2 - TV Theme
- 0173 Beverly Hills Cop - Axel F - TV Theme 2
- 4846 Buffy The Vampire Slayer - TV Theme
- 3744 Butterfly - Crazy Town
- 5333 Can He Fix It - Bob The Builder
- 0294 Changes - 2 Pac
- 3721 Clint Eastwood - The Gorilla
- 5061 Dambusters March - Film Theme
- 1507 Dancing Queen - Abba
- 4640 Do You Really Like It - DJ Pied Piper
- 3764 Don't Stop Movin' - S Club 7
- 5322 Eternal Flame - Atomic Kitten
- 5270 Eternity - Robbie Williams

- 0052 Flintstones - TV Theme
- 5306 Flower Of Scotland - Scottish Anthem
- 5417 Follow Me - Uncle Kracker
- 5375 Fraggle Rock - TV Theme
- 5265 Friends - TV Theme
- 4823 Ghostbusters - Film Theme
- 4134 Glory Glory - Manchester United
- 0062 God Save The Queen - British Anthem
- 0065 Halloween - Film Theme
- 4855 Hawaii 5 O - TV Theme
- 5215 Heaven Is A Halfpipe - OPM
- 5352 Hong Kong Fury - TV Theme
- 0201 I Will Survive - Gloria Gaynor
- 0199 Indiana Jones - Film Theme
- 5077 Irish National Anthem
- 0075 Itchy And Scratchy - TV Theme
- 4455 It's Raining Men - Geri Halliwell
- 0025 James Bond - Film Theme
- 5266 Jaws - Film Theme
- 0204 Knight Rider - TV Theme
- 3480 Kurt Angle - WWF Wrestling Theme
- 4766 Lady Marmalade - Christina Aguilera
- 5350 Little L - Jamiroqui
- 5229 Love Me Luve Me - Shaggy
- 4690 Magic Roundabout - TV Theme
- 5571 Mamba No 5 - Bob The Builder
- 3541 March On Together - Leeds Anthem
- 0221 Match Of The Day - TV Theme
- 4837 Medal - Kurt Angle - WWF Theme
- 1584 Missing You - Puff Daddy
- 5392 One Minute Man - Missy Elliot
- 4691 Pink Panther - TV Theme
- 4859 Professionals - TV Theme
- 1515 Real Slim Shady - Eminem
- 1585 Rock DJ - Robbie Williams
- 3673 Rollin' - Limp Bizkit
- 0126 Rule Britannia - British Anthem
- 0128 Scooby Doo - TV Theme
- 0374 Sexbomb
- 3705 Shaggy - It Wasn't Me

- 3722 Sexx On You - D12
- 5306 Simply The Best - Tina Turner
- 1513 Stan - Eminem
- 0151 Star Wars - Main Theme - Film Theme
- 4827 Phantom Menace - Duel Of The Fates
- 4863 Starsky And Hutch - TV Theme
- 5523 Stuck In The Middle With You - Louise
- 4280 Survivor - Destiny's Child
- 3755 Suspicious Minds - Elvis Presley
- 5431 Take Me Home - Sophie Ellis Bexter
- 0001 Take On Me - Aha
- 3690 Teenage Dirtbag - Wheatus
- 4689 The Exorcist - Film Theme
- 0033 The Final Countdown - Europe
- 4841 The Game - Triple H - WWF Theme
- 3548 The Great Escape - Film Theme
- 0087 The Lion Sleeps Tonight - Tight Fit
- 4926 The Magnificent Seven - Film Theme
- 0099 The Muppets - TV Theme
- 5468 The Superman Legends - Starlight
- 1579 The Way I Am - Eminem
- 0155 Thunderbirds - TV Theme
- 1517 Titanic - Film Theme
- 5502 Too Close - Blue
- 4864 Top Gun - Take My Breath Away
- 3679 Touch Me - Rui Da Silva feat. Cassandra
- 0159 Tubular Bells - Mike Oldfield
- 5441 Turn Off The Light - Nelly Furtado
- 5063 U Remind Me - Usher
- 3484 Undertaker (New) - WWF Theme
- 3719 Uptown Girl - Westlife
- 0005 Walk This Way - Aerosmith
- 4750 We Come 1 - Faithless
- 5084 Welsh National Anthem
- 1576 Who Let The Dogs Out
- 3670 Whole Again - Atomic Kitten
- 5338 With Or Without You - U2
- 3725 X - Xzibit
- 3545 You'll Never Walk Alone - 2 - Liverpool
- 1512 Zombienation - Kernkraft 400

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L

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 Mr. Driller
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O

Outcast
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R

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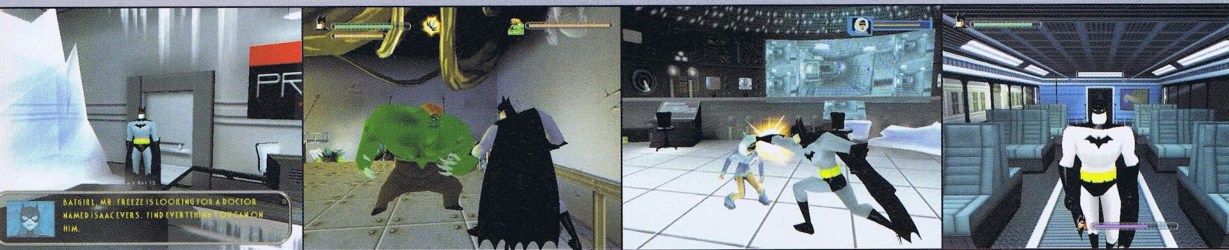
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 Wipeout

WHERE DID WE GET SUCH WONDERFUL TOYS?
WIN A PS2! WIN A COPY
OF BATMAN VENGEANCE!
WIN A T-SHIRT PRINTED WITH IMAGES PERTAINING
TO THE PS2 VERSION OF BATMAN VENGEANCE!



UBI SOFT, IN ALL ITS HEAVENLY GLORY, HAS SUPPLIED US, **PLAY**, WITH SOME RATHER TASTY BITS OF **BATMAN VENGEANCE** MERCHANDISE AND A PS2 WHICH, ALTHOUGH NOT STRICTLY A BATMAN PRODUCT, IS BLACK AND SO STILL SEEMS TO FIT THE WHOLE BATMAN MOTIF. SO, ONE OF YOU WILL WIN THE MACHINE, THE GAME AND THE SHIRT, WHILE A FURTHER FIVE WILL HAVE A COPY OF THE GAME EACH AND A SHIRT. WE'VE SEEN THESE SHIRTS AND WE CAN CATEGORICALLY STATE THAT THEY WILL BE THE NEXT BIG FASHION, SO GET HOLD OF ONE OR YOU'LL BE WALKING AROUND EITHER STRIPPED TO THE WAIST OR WEARING SOME AWFUL PIECE OF CLOTH THAT ISN'T EVEN FIT FOR BURYING A DOG IN.

SO, THE QUESTION...

Q) WHO CREATED THE CHARACTER OF BATMAN?

WAS IT...

- A) BOB MONKHOUSE**
- B) BOB KANE**
- C) BOBA FETT**
- D) BOBBY BOBBIT**
- E) BOBBY EWING**
- F) ZOE BALL'S SON, WOODY**

WRITE YOUR ANSWERS ON A POSTCARD AND SEND THEM TO:

HOLY BATMAN COMPETITION

PLAY MAGAZINE
 PARAGON HOUSE
 ST PETERS ROAD
 BOURNEMOUTH
 BH1 2JS

THE EDITOR'S DECISION IS FINAL. NO CORRESPONDENCE WILL BE ENTERED INTO. EMPLOYEES OF PARAGON PUBLISHING AND ITS SUPPLIERS UBI SOFT MAY NOT ENTER THE COMPETITION. WE RESERVE THE RIGHT TO ISSUE A PRIZE OF EQUIVALENT VALUE TO THOSE ILLUSTRATED IF NECESSARY. CLOSING DATE IS SET FOR 5 DECEMBER. ENTRIES SENT WITH PICTURES OF NAKED PEOPLE MAY NOT BE GIVEN PREFERENTIAL TREATMENT.

BUYERS' GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

PLAYlist

UPDATED
EVERY
MONTH

NEW REVIEWS

Grand Theft Auto III
Project Eden
This Is Football 2002
Twisted Metal Black
Dave Mirra Freestyle BMX 2
The Italian Job
Devil May Cry
Thunderhawk: Operation Phoenix
Portal Runner
Spider-Man 2 Enter Electro
X-Men: Mutant Academy 2
FI 2001

dvd spy
For your PS2 pleasure

gadgets

Handy extras

internet zone

Wondrous Web sites

coming soon

What's on the way

hard copy

Book worms only

head to head

The big boys have a scrap

on the cards

Put it to memory

playstation2 listings

Every PS2 game rated

124

127

127

128

128

129

129

129

PLUS!

Our recommended top ten lists for every PSone genre!

arcade shoot-'em up beat-'em up first person shooter party/puzzle platform racing game sports title strategy/adventure * Indicates an import review

GAMETITLE	ISSUE	SCORE	WESAY...
007 Racing	72	54%	Under-developed and far too short.
400 Wilks	56	76%	Great to look at, but very boring.
4x4 World Trophy	62	72%	Surprisingly enjoyable off-road racing.
4-4-2	26	57%	Dated and disappointing Sunday League stuff.
2Xtreme	19	52%	Tedious multi sports effort - fading fast.
3Xtreme	52	46%	Lacks challenge, good looks, everything really.
3D Lemmings	01	69%	Famous puzzle game, now in 3D. Average.
A Bug's Life	70	70%	Too hard for kids, too hard for adults...
Abe's Oddysee	26	90%	One of the most addictive platformers on the PSX!
Abe's Exoddus	41	92%	Supersides Oddysee as the must-have platformer!
Ace Combat	01	81%	Slightly repetitive flight sim.
Ace Combat 2*	23	84%	Far better graphically and playability wise.
Ace Combat 3	59	82%	Decent enough, but devoid of depth.
Action Bass	67	59%	Passable, but severely limited.
Action Man	75	59%	A good game... for the youngsters.
Actua Golf	10	88%	Slightly dated, but a decent enough golf sim.
Actua Golf 2	23	80%	Not as good graphically, but still great fun.
Actua Golf 3	41	76%	The best of the lot, but standards are now higher.
Actua Ice Hockey	32	70%	A worthwhile stab at the sport, but flawed...
Actua Ice Hockey 2	48	80%	Much better than the last one. Well worth a look...
Actua Soccer	04	79%	Slack looking footy sim, but now very dated.
Actua Soccer: Club Ed.	22	62%	Cynical re-badged version of the above.
Actua Soccer 2	28	84%	Great at first, but the appeal soon evaporates.
Actua Soccer 3	41	76%	Top arcade-style, simplistic football.
Actua Tennis	01	76%	Not quite an ace, but still hits the spot.
Addas Power Soccer	06	74%	Great back then, now falling against the competition.
Addas Power Soccer '97	19	52%	Same game as the above, but with UK teams. Poor.
Addas Power Soccer '98	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Aard	34	86%	Engrossing and endearing RPG.
A Foxen's Tale: Hanger 2001	31	89%	Slow but rewarding soccer sim.
Agile Warrior: F11X	03	71%	Simple breakless shoot-'em-up.
Air Race	27	68%	Humdrum racer offering short-term appeal.
Akju: The Heartless	44	78%	Atmospheric arcade adventure, but very repetitive.
Aladdin in Nasir's Revenge	69	46%	Below average cash-in.
Alien Resurrection	67	53%	Quee who?
Alien Trilogy	06	91%	Deeply scary space shoot-'em-up. Great fun.
Allied General	19	51%	Hexagonal strategy for bums and generals.
All-Star Soccer	24	80%	Superb comic commentary, not bad football.
All-Star Tennis	43	70%	Puts an all-new spin on the tennis ball!
All-Star Tennis 2000	64	71%	Update of dated tennis game. Not too bad.
Alone in the Dark 2	04	77%	Intiguing French 3D adventure based on PC.
Alone in the Dark 1	70	51%	Functional but somewhat inane and rather formulaic...
Alundra 2	64	75%	Good in 2D, crap in 3D. Buy the original!
Andretti Racing '97	11	74%	Average split-screen American racer.
AK's Smash Court Tennis	49	93%	The most fun you can have with a multipass...
Ape Escape	50	90%	Our favourite platform game on the PlayStation!
Apooragase	65	61%	Big on thrills, low on lasting appeal.
Aquaraffe's Holiday	10	58%	Impenetrable and old underwater wgt.
Area 51	21	68%	Rough coin-op conversion using light gun.
Armored Core	35	69%	Fun, but linear robot beat-'em-up.
Army Men 3D*	49	68%	Enjoyable, but short-lived plastic warfare.
Army Men: World War	64	28%	Quite ugly plastic crap.
Army Men: Omega Soldier	77	10%	If only this really was the last one...
Army Men: Sarge's Heroes 2	77	34%	Is it Christmas?
Assault	40	80%	A nostalgic B-movie bug blaster.
Assault Rigs	03	81%	Tron-like tank blasting game. Good link-up.
Asterix	49	60%	Too much bollix and not enough frolic!
Asterix & Obelix	10	10%	Smelly excrement masquerading as 'fun'.
Asterix: Mega Madness	78	59%	The Gaul of it...
Asteroids	43	70%	Loses the divine simplicity of true Asteroids.
Astro Trooper Vanark*	83	79%	Resident Evil meets Aliens, but very dull!
Atlas Collection, The	21	81%	Many classics. Best Missile Command, Asteroids.
ATV Quad Power Racing	68	29%	Needs another few minutes' work.
Auto Deathcap	77	10%	Very violent competition on wheels!
Ayton Senna's Kart Duel	14	54%	Racy racing engine, jerky action.
Azura Dreams*	40	70%	Weird. Odd. Strange. Bizarre. And quite good!
B-Movie	42	86%	Spaced-out space invaders... great 3D fun!
Baby Universe	39	22%	A tripped pattern-maker that just doesn't belong.
Balibizer Champions*	22	69%	Dull as dishwater futuristic sports.
Balistic	63	92%	The most addictive, and frustrating, game ever!
Barbie Super Sports	61	30%	Pink, powdery and horribly sickening!
Baseball 2000	58	83%	If you're into the sport, you could do a lot worse...
Bass Landing	56	23%	Hugely unplayable and dull fishing game.
Batman Gotham City Racer	79	0%	Makes acid in the face seem preferable.
Batman & Robin	37	78%	Hardcore movie spin-off with a lasting challenge.
Batman Forever	15	41%	Bloody awful film licence - avoid!
Battle Stations	25	51%	Flat and unconvincing naval strategy...
Bedlam	25	78%	Muggy and complicated Syndicate wannabe.
Beast Wars Transformers*	30	65%	Transforming fun that's far from easy.
Beastman's	42	60%	Archaic style head-to-head music making.
Beastman's European Edit	79	10%	Good for a while, but it's harder than it seems!
Big Hurt Baseball*	09	91%	Moderately successful sports conversion.
Big Off Bass	62	80%	A great fishing game that dares to be different!
Big Freaks	41	78%	Mutated, mangled, muddled mayhem.
Bishi Bash Special	62	92%	The best two-player party game around!
Black Dawn	15	76%	Average helicopter shoot-'em-up.
Black	27	50%	Horrific for all the wrong reasons.
BLAM Machinehead	12	79%	Graphical masterpiece, but no depth at all.
Blast Chamber	16	62%	Clever puzzles with rotating rooms.
Blastmaster	65	65%	Enjoyable at first, but soon repetitive, blasting.
Blast & Blade	38	72%	An inferior Colony Wars clone.
Blasio	63	50%	Playable, yet simple looking platform shooter.
Blaze & Blades	47	72%	Interesting four-player RPG, but it looks dire.
Bloodlines	47	59%	A complete waste of time and effort.
Blood Omen: LOK	18	81%	Be a vampire - top bloody fun!
Bloody Road	34	80%	A fine quality beat-'em-up.
Bloody Road 2	48	82%	A great improvement and very enjoyable.
Bombberman	51	78%	Too old and dated to be truly enjoyable now.
Bombberman Fantasy Race	51	20%	Poking yourself in the eye is more fun!
Bombberman World*	33	85%	A fun-fuelled party game to blow you away!
Bombing Islands, The	72	32%	Annoying and dull 'puzzler'.
Brahma Force	31	81%	Stompingly good mech-warrior action.
Brave Fencer Musashiden*	44	68%	A hotch-potch of gaming styles thrown together...
Breath Of Fire III	38	80%	Enormous and absorbing, but looks dated.

GAMETITLE	ISSUE	SCORE	WESAY...
Breath Of Fire IV	70	85%	Capcom's excellent BOP! proves there's plenty of life in the PSone.
Brian Lara Cricket	43	78%	The indoor alternative, and it's not bad!
Broken Helix*	24	75%	Absorbing 3D adventure, but bad graphically.
Broken Sword	14	84%	Slack point 'n' click adventure.
Broken Sword 2	28	90%	Beautifully intuitive point 'n' clicker.
Brunswick Pro Bowling	15	61%	An admirable effort to recreate a full sport.
Brunswick Pro Bowling 2	62	44%	More like a sub-game lacking the main bulk...
Bubble Bubble	41	81%	Arcade fun from the early Eighties.
Bubsy 3D	15	69%	Passable 3D cartoon romp.
Bugs Bunny: Lost In Time	51	75%	Accomplished fun, but not outstanding.
Burning Road	12	76%	Turbo nutter action with big trucks.
Bushido Blade*	25	89%	Stylish and brutal sword-fighting.
Bushido Blade 2*	35	70%	Very disappointing sequel.
Bust-A-Groove	41	89%	Platform-wearing party game!
Bust-A-Groove 2	53	88%	A virtual disco on a disc, minus the whistle posse!
Bust-A-Move	08	88%	Simple, yet totally addictive puzzler.
Bust-A-Move 3D*	30	88%	Once you pop, you can't stop!
Bust-A-Move 4	43	88%	Muddled and slightly OTT sequel.
Buster Bros Collection*	22	68%	Pang gets the 32-bit treatment.
Buzz Lightyear Of Star Command	73	57%	A lacklustre howlabout of ideas.
Capcom Generations 2*	41	85%	This pack features Ghost 'N' Goblins. Cutsie fab!
C-12	74	82%	Nice-looking but flawed shooter.
Capcom Generations 4*	43	88%	This pack features Commando. Not really worth it!
Cardinal Syn	24	88%	A mildly entertaining survival horror point & clicker.
Carnage Heart	23	57%	Dull robot strategy adventure on the moon.
Casper	12	65%	Plain and unimaginative film game.
Castrol Honda Superbike Racing	51	42%	Thrill-free motorbiking, steer away from it!
Castrol Honda VTR	70	71%	Visuals aside CHVTR plays rather well...
Championship Bass	63	60%	Fishy, stagnant and boring.
Championship Motocross	73	70%	Rough and ready rider.
Chaos Break	70	62%	Run out of ammo? Just rumble the opposition instead.
Chase The Express*	61	82%	A great game, although sadly lacking originality...
Cheesy	15	50%	It certainly is!
Chessmaster 3-D	08	68%	Chess. On PlayStation. Hmm...
Chessmaster II	02	52%	A decent portrayal of the complex strategy game.
Chicken Run	72	75%	Hideo Kojima is unlikely to lose sleep over this.
Chill	33	55%	Uninspired and jerky snowboarding game.
Chocobo Racing*	49	40%	Cheap and nasty karting.
Choro Q*	11	70%	Quirky but rough cartoon racer.
Choro Q 2*	22	88%	More cars, big miniature fun.
Chorus O' Wonder*	54	69%	Not wonderful, but still plain old fun.
Chronicles of the Sword	18	43%	Tedious adventure - avoid!
Circuit Breakers	35	81%	Great fun, but very limited in areas.
City of Lost Children	18	78%	Slow moving 3D adventure.
Civilization II	47	79%	Big on challenge, bad on looks.
Clock Tower	27	63%	Stylish, and utterly chilling murder mystery!
Clock Tower II*	39	62%	A mildly entertaining survival horror point & clicker.
Colin McRae Rally	37	93%	Rally gaming at its best!
Colin McRae Rally 2	64	93%	The best rally game ever. Even better than the first!
Colony Wars	27	92%	Gorgeous, totally playable space blasting.
Colony Wars: Vengeance	42	93%	Improves greatly on the first. An epic!
Colony Wars: Red Sun	60	92%	The slickest shoot-'em-up in the galaxy!
Command & Conquer	10	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	29	90%	The last word in real-time wargames.
C&C: Retaliation	41	91%	E'er, the 'new' last word in real-time war games!
Contra: Legacy of War	16	62%	Scrappy arcade shoot-'em-up from Konami.
Constructor	44	81%	Very addictive tongue-in-cheek sim game.
Contra Adventure, The	42	48%	A truly bad sequel to a 16-bit classic.
Cool Boarders	16	82%	High speeds suits on a snowboard.
Cool Boarders 2*	26	81%	An accomplished snowboarding game...
Cool Boarders 3	42	84%	The best snowboarding game on the PlayStation!
Cool Boarders 4	58	88%	Another great addition to the series.
Cosmo Warrior Zero*	70	65%	Emphasis swings more towards strategy than blasting.
Courtyard Vampires (The)	62	60%	A superb, scary and brutal Resident Evil clone.
Courier Crisis	30	54%	Bring back the old Paperboy!
Crash Bandicoot	13	84%	Technically brilliant platformer.
Crash Bandicoot 2	29	88%	Crash returns in style!
Crash Bandicoot 3: Warped	43	91%	The best Crash game on the PlayStation.
Crash Bash	71	86%	Archaic competitive party game.
Crash Team Racing	56	88%	Great fun, but too slow in multiplayer...
Crashy Climber 2000*	61	13%	Boring, ugly, impossible to control and pointless.
Crocket 2000*	60	80%	A bit rough around the edges, but quite playable...
Crime Killer	37	78%	A bit samey, but delivers action, bite and fast.
Crisis Beat	40	45%	A rather arthritic Fighting Force.
Critical Depth	32	72%	Above average underwater shooter.
Criticom	40	64%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	26	78%	It's intellectual theft, but fun nonetheless!
Croc 2	49	84%	Up there with the big boys!
Crowd City of Angels	21	21%	Absolute stink!
Cruiser: No Remorse	18	80%	Recent shoot-'em-up from the PC.
Crypt Killer	18	83%	Bleak, drab, dreary, shoddy shooter.
Cyber Tiger	57	86%	A very fun and engrossing golf game...
Cyberia	04	67%	'On rails' FMV shoot-'em-up. Ugh!
CyberSled	01	55%	Dull futuristic tank combat game. Pants!
CyberSpeed	02	65%	Pitrid futuristic Hi-Octane-style racer.
D	06	65%	Mediocre 3D adventure - slow.
Darkstone	74	70%	Engrossing yet repetitive adventure.
Dark Forces	17	75%	Appalling Star Wars conversion.
Darklight Conflict	22	79%	Fantastic looking, but sadly boring.
Dark Omen	33	85%	Polished action/strategy simulation.
Darksiders*	10	88%	Very playable beat-'em-up from a coin-op.
Darksiders 3*	48	89%	A superb, scary sequel that's very impressive.
Dead Ball Zone	35	84%	Very playable futuristic mutation mayhem!
Dead Or Alive*	34	91%	Neat fighting game complete with wobbly T's!
Deathtrap Dungeon	33	88%	A compelling high-drama dungeon adventure.
Defcon 5	03	88%	Run-of-the-mill space adventure. Slow.
Descent	06	78%	Was good, now utter cack!
Descent 2	24	83%	Almost the same game. Not that fun to play.
Destra	53	55%	A very drab and uninspired beat-'em-up.
Destruction Derby	01	80%	PSX showpiece and good two-player.
Destruction Derby 2	14	82%	Better, but lacks link-up - bah!
Destruction Derby Raw	64	75%	Improves little on its aging predecessor.
Devils Deception	32	68%	Intiguing and challenging, but looks a bit dodgy.
Devils Dice	43	84%	Devilishly difficult, but devilishly fun!

TOP 10 SHOOT-EM-UPS



01 TIME CRISIS TITAN

Lots of high calibre enemy talent!

02 Point Blank 3

03 R-Type Delta

04 Point Blank 2

05 Vigilante 8

06 Ghoul Panic

07 Colony Wars: Vengeance

08 Ace Combat 3

09 Omega Boost



TOP 10 SPORTS GAMES



01 ISS PRO EVOLUTION 2

The best footy game just got better!

02 LMA Manager 2001

03 Anna Kournikova's Tennis

04 Int Track & Field 2

05 This Is Football 2

06 Knockout Kings 2000

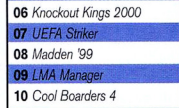
07 UEFA Striker

08 Madden '99

09 LMA Manager

10 Cool Boarders 4

TOP 10 STRATEGY ADVENTURE



01 METAL GEAR SOLID

The best PlayStation game ever, okay?

02 Final Fantasy IX

03 Resident Evil 3 Nemesis

04 Syphon Filter 2

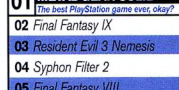
05 Final Fantasy VIII

06 Dino Crisis

07 Resident Evil 2

08 Vagrant Story

09 C&C: Retaliation



10 TOMB RAIDER 5

The most enjoyable TR of recent times.

BUYERS' GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

TOP10 PUZZLE/PARTY



01 **GUITAR FREAKS**
(Team to play five guitars)

02 **Um Jammer Lammy**

03 **Kurushi Final**

04 **Super Puzzle Fighter 2 Turbo**

05 **Worms Armageddon**

06 **Bishi Bashi Special**

07 **Hogs Of War**

08 **Bust-A-Groove**

09 **Bust-A-Move 4**

10 **MICRO MANIACS**
(As Prescott says - it's better on foot!)

01 **GRAN TURISMO 2**
(One of the same, but leads bigger)

02 **Gran Turismo**

03 **Driver**

04 **Colin McRae Rally 2.0**

05 **TOCA 2**

06 **Wip3out**

07 **Toy Story Racer**

08 **V-Rally 2**

09 **Ridge Racer Type 4**

10 **Crash Team Racing**

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07 **Toy Story Racer**

08 **V-Rally 2**

09 **Ridge Racer Type 4**

10 **Crash Team Racing**

01 **GRAN TURISMO 2**
(One of the same, but leads bigger)

02 **Gran Turismo**

03 **Driver**

04 **Colin McRae Rally 2.0**

GAMETITLE ISSUE SCORE WESAY...

Diablo	34	74%	Fun, but repetitive arcade role-player.
Die Hard Trilogy	11	92%	Utterly brilliant, three film games in one.
Die Hard Trilogy 2	61	72%	Too little too late, a real disappointment.
Digimon World*	67	60%	It's a world of fun.
Dino Crisis	82	84%	Every corner of the monster it promised to be!
Discworld	70	80%	Dumbled down into destruction.
Discworld II	01	74%	Unfunny cartoon adventure.
Discworld Noir	28	80%	Humorous off-the-wall adventuring...
Disney's Atlantis: The Lost Empire	57	66%	A Disney departure... that doesn't work.
Disney's Dinosaur	61	58%	Even kids deserve a tougher challenge than this.
Disney Racing	64	70%	A game that would patronise a fossilised embryo.
Disruptor	14	87%	Great for kids who don't know better...
Driver	01	84%	Impressive 3D Doom clone.
Dodgeball	43	50%	Unsuccessful future sports fusion.
Doom	03	93%	Top link-up, but now looking dated.
Dr Slump	66	45%	Doctor, I've got this little problem...
Dracula: The Resurrection	52	84%	Fangs, but no fangs...
Dracula 2	21	84%	The most version of Castlevania.
Dragon Ball Z GT: Final Bout*	29	39%	Dermal beat-'em-up.
Dragon Quest 7	69	40%	Looks and plays like a game of the early Nineties.
Dragon Valor	63	74%	A sadly wasted opportunity. Should have been big.
Driver	50	94%	Believe the hype, a fantastic game.
Driver 2	69	89%	More marvellous motoring mayhem!
Ducat World	71	71%	Looks bad, goes like the clappers.
Duke Nukem	29	90%	Fantastically playable shoot-'em-up.
Dukes Of Hazard, The	59	20%	Terrible, almost unwelcome nostalgic racing.
Dukes Of Hazard 2*	72	84%	A useful result to the South's finest.
Duke Nukem: LOTS	74	43%	The mighty Duke, fallen so far...
Dynasty Soccer 2000*	71	7%	Come back FIFA, all is forgiven.
Eagle One: Warrior Attack	59	80%	An accomplished and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	12	69%	A slapdash Formula 1 title.
EA F1 Championship 2000	59	80%	An accomplished and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	12	69%	A slapdash Formula 1 title.
ECW Hardcore Revolution*	61	76%	Accomplished and enjoyable...
ECW Rulz	68	40%	Matches frequently reach near farcical proportions.
Einhand*	31	87%	Another genre sewn-up by Square. Breathtaking!
Epistory	19	71%	Slow and boring disease adventure.
Eliminator	46	52%	Should turn its guns upon itself.
Elmer	58	78%	Too shallow to be a fighter or an RPG.
Empire's New Groove	74	82%	WOW! A well-made film licence.
ESPN Extreme Games	02	73%	Tiresome sports, no fun at all.
Eternal Eyes	66	46%	Lacklustre blend of RPG and Pokémon.
Euro 2000	63	70%	It may be official but it's not the best!
Everquest 2001	69	70%	Essentially just a way of training the gentry to hunt.
Everybody's Golf	36	85%	Highly enjoyable, fast-paced party golf game.
Everybody's Golf 2	62	83%	Fun and rewarding, just like real golf!
Evil Zone	50	62%	Huge special effects, tiny gameplay.
Evil Dead: Head To The King	79	25%	This really is a truly abysmal movie tie-in in every way.
Excite Bike	66	25%	Ever over we go!
Excite Bike 2000*	25	64%	Compelling Egyptian 3D shoot-'em-up.
Explosive Racing	25	75%	This offering from Epyx doesn't take a real step backwards.
Extreme Pinball	07	54%	Quick and playable racing, but not all physics.
Extreme Snow Break	34	08%	Miserable pinball sim with bad physics.
F1 Premier League STARS	52	64%	Nice idea, but too irritating to play.
Fade To Black	09	61%	Gripping sci-fi alien adventure.
Fantastic Four	26	69%	Hardly fantastic, but playable.
Fear Effect	80	70%	Sci-fi that's all looks and little else!
Fear Effect 2: Retro Hell*	74	85%	Well improved over the original.
FIFA 96	03	81%	Unexceptional football game.
FIFA 97	15	70%	Graphically better, but plays worse.
FIFA 98	42	91%	The best FIFA game ever!

GAMETITLE ISSUE SCORE WESAY...

FIFA 2000	56	72%	The legend is sullied by this poor update.
FA Premier League Stars	66	60%	An innovative but flawed kick-about.
FIFA: Road To World Cup 98	29	89%	Plays well, but the subject matter is dated.
Fifth Element: The	40	50%	Thoroughly disappointing - rent the movie instead!
Fighting Force	23	78%	Dated and bloody 3D beat-'em-up. Buy Tekken 2 instead.
Fighting Force 2	27	89%	Brutally destructive two-player action.
Fighting Force 2	57	74%	Old school fighter with limited appeal.
Final Doom	13	82%	New levels, but otherwise the same.
Final Fantasy Anthology*	58	83%	The old games, all polished-up nicely!
Final Fantasy VII	27	59%	The final word in adventure.
Final Fantasy VIII	54	90%	The greatest RPG to grace the PlayStation.
Final Fantasy IX	73	96%	Staggeringly brilliant swan-song.
Final Fantasy Tactics*	32	90%	Epic and engrossing strategy/RPG challenge.
Firemen: The	05	78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	03	89%	Playable helicopter blast-'em-up from Core.
Fisherman's Bait	53	62%	Garish cartoon cap adventure. Dodgy.
Fishing Island 2*	72	72%	You have to be fluent in Japanese...
Fist Of The North Star*	72	86%	A novel experience...
Fluid	38	78%	Fleeting but interesting diversion.
The Flintstones In Viva Rock Vegas	80	04%	Forty quid for a empty box would represent better value.
Football Manager 2001*	67	70%	Dodgy entry book-keeping the game...
Formation Soccer*	24	58%	Expensive and dated-looking football.
F1 2000	62	91%	For a corking current F1 game, look no further.
Formula One	11	84%	Exhilarating and glorious F1 sim!
Formula One '97	26	90%	Well upgraded and stuffed with excitement!
Formula One '98	41	68%	Enormously disappointing - just rubbish!
Formula One '99	55	92%	The best Formula 1 game yet!
F1 2001(Psone)	77	69%	Has Sony got the formula right this time?
F1 Racing Champions*	63	68%	It's F1 racing but in the slow lane...
F1 World Grand Prix	74	69%	Trying to hard to be grown-up.
Formula One 2000	68	75%	This installment introduces little in real innovation.
Formula Karts: SE	28	75%	Too simplistic for mass appeal.
Forza Horizon	35	84%	Nice engine, but the gameplay ages badly.
Frezzy	38	73%	Fun, but short-lived arcade humour.
Freestyle Scooters	73	70%	Enjoyable, but a tad short-lived.
Frogger	27	69%	Genuinely disappointing frog-'em-up.
Front Mission 3*	62	84%	Mechal gear solid! A destructive delight!
Future Cop: LAPD	40	84%	The best isometric buster we've ever seen!
Gafoor: Racer	55	46%	Mundane horse racing sim.
Gauntlet Legends	69	69%	Time to lay down the Gauntlet games.
G-Darius	38	89%	Half-ratting shoot-'em-ups don't come much better.
G-Police	27	84%	Atmospheric, pulse-racing 3D arcade thrills!
G-Police 2	52	62%	Improves on the original in every way...
Gaiden 3*	47	82%	More of the same - I get sick boring.
Gale Gunner*	63	56%	Sinking space soap opera. Snoozeville!
Galerians	63	84%	Akira meets Resident Evil & it's explosive!
Gekido	62	65%	Proof enough that scrolling beat-'em-ups are dead!
Gex	66	76%	Wretched 3D platformer with dumb lizard.
Gex 3-D: Enter the Gecko	33	89%	Good in its day, but you'll soon get tired of it!
Gens Deer Cover Gecko	47	82%	More of the same - I get sick boring.
Ghost In The Shell	34	72%	Nice package, but strictly for Mangafans!
Ghoul Panic	62	78%	Good, light-hearted ghost-shootin' fun.
Global Domination	46	63%	Too complicated to be fun.
Goal Storm*	01	69%	Disappointingly slow, fails to score...
Gold & Glory: The Road To Eldorado	71	78%	Problems aren't visual enough to reward a lot.
Goo Goo Scurry*	55	35%	Utterly disturbing Bust-A-Groove clone.
Grand Theft Auto	60	87%	A top-notch RPG, but pricey!
Grand Theft Auto: London	38	76%	Absorbing, but a bit on the easy side.
Gran Turismo	31	97%	The best racing game ever made!
Gran Turismo 2	59	92%	Another generation of racing paradise!
Grand Theft Auto	30	88%	Criminally addictive road rage!
Grand Theft Auto: London	49	69%	A bit Turkish delight!

DVD SPY Latest DVD Movies Reviewed

Region 3
UK Import
NTSC

AUDITION

Making waves as Ring did before in a pond of new horror, *Audition* is a cautionary tale about Shogakukan, a widowed movie producer who sets up a phoney casting session to find himself a new wife. In the timid, submissive and beautiful Asami he believes he's found the perfect partner, but as the denuded product of a child abuse Asami has a grade to bear. Deeply unnerving, with a sweetly sadistic performance by Eiji Shima.

RATING ★★

Region 2
UK Retail
PAL

THE GOONIES

A film that some (our editor in particular) have been waiting for on DVD for the last two years, *The Goonies* is an endearing kids' adventure, created by Steven Spielberg but refreshingly free of any sci-fi or inexplicable magic. A group of children find an old treasure map in the attic and, yes, go on a quest of the gold through treacherous underground caverns and ancient booby traps. Commentary, 'making of', music video etc. Wonderful.

RATING ★★

Region 1
US Import
NTSC

BROTHER

Though it's tough to find a Japanese film without Beat Takeshi in it, there's no denying his obvious talents both in front of the camera and in the director's chair, as in American-Japanese crossover flick *Brother*. Takeshi plays a disgraced Yakuza, forced to ship out to assist his crime family's LA division in a war against the Mafia. Plenty of grit, realistic violence, along with a good 50-minute documentary on Takeshi.

RATING ★★

Region 3
UK Import
NTSC

BATTLE ROYALE

The anticipated knee-jerk reaction to *Battle Royale* demands its recognition as a potent social commentary upon civilization's self-defeating attempts to preserve itself. Even more, this slice of teen violence, in which a class of wayward school-kids are pitted against one another with swords and, er, gas masks is at once a disturbing and brilliant exploration of the survival instinct in us all. What was truth again? Get the import, get it now.

RATING ★★★★★

Region 2
UK Retail
PAL

EXIT WOUNDS

Post-Matrix Seagal vehicle *Exit Wounds* may have topped the box office charts in America, but that certainly wasn't because of the water-thin plot, far-fetched action and disposable characters. Unfortunately, the extras go no way to make up for the shortcomings of the film. There is nothing different on offer and the 'Day On The Set With Anthony Anderson' is in the same vein as the rest of the movie - dull. Producer Joel Silver has done so much better before.

RATING ★★

Region 1
US Import
NTSC

SPY KIDS

Spy Kids, directed by Robert 'El Mariachi' Rodriguez, is allegedly the kind of movie that the Rodriguez juniors would like to see. Way to go, dad! It's a fast-paced, fantasy action adventure with a touch of James Bond, a pinch of Mission: Impossible and a lot of Tim Burton-style architecture and landscapes - but features a bitter-tasting plot about secret agents being mutated into toys for a sinister TV show and robotic fighting children. Ouch.

RATING ★★

Want to know more? Issue 31 of DVD Review, the country's leading DVD magazine, is on sale now.

arcade/shoot-'em-up beat-'em-up first-person shooter party/puzzle platform racing game sports title strategy/adventure * Indicates an import review

GAMETITLE	ISSUE	SCORE	WESAY...
Grand Theft Auto 2	56	79%	A surprisingly playable sequel.
Grid Session	66	85%	A fine addition to the skateboarding genre.
Grid Run	15	53%	Banal maze game with few rewards.
Guardian's Crusade	50	40%	Tired and very boring adventure game.
Quail Gear	38	43%	Extravagant fiction, undone by its own effects.
Gun Frenks*	55	62%	Get the gular peripheral and risk rocks.
Gumball	40	55%	Additive shooting sequel to Point Blank.
Gun Baller	26	25%	A real blast for one or two players...
Gungage	54	59%	Pretty but repetitive old school shoot-'em-up.
Gunsnip	08	68%	Has not stood the test of time well.
Gun Shooting, The*	60	14%	A terrible step backwards...
Hard Boiled	25	52%	A disappointingly wasted license.
Hardcore 4X4	15	41%	Hellish and repetitive off-road action.
Hard Edge	48	83%	Provides a few new twists to the genre.
Harvest Moon: Back To Nature	74	80%	Work the land? Sorry, I thought this was rehab...
Heart Of Darkness	38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	02	43%	Why bother with this when Puzzle Fighter exists?
Halo Kity	70	82%	Such hard work that you wonder where the fun went...
Hero's Adventures*	25	70%	Quite lacking run-of-the-mill adventure.
Hercules*	24	63%	Sweet and innocent, but simple and dull.
Hermie Hoppehead*	02	53%	Wordless cartoon platform banality.
Hexen	21	35%	One of the PSX's worst ever games!
High Heat Baseball*	63	48%	Beating yourself with barbed wire is more fun.
Hi-Octane	03	60%	Reasonable. Boring, not.
Hogs Of War	64	60%	Fantastically good strategy. An absolute must.
Horned Owl*	05	73%	Poor excuse for a light-gun game.
Hydro Thunder	60	22%	Pliff! afflirt at racing on waves...
Hyper Tennis	11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	05	54%	Good back then, now utter ripper.
Iron Blood	44	89%	Band dogs' point and click smooth.
Incredible Crisis	69	82%	A hugely innovative collection of mini-games.
Incredible Hulk, The	17	45%	Nothing 'Incredible' about it. Poor.
Independence Day*	21	47%	Wretched film-inspired nonsense!
Infestation	66	33%	Infinite space equals infinite boredom!
Int. Cricket Captain 2000	70	86%	A nice short of a labour of love.
International Motor Y*	21	77%	Middle-aged motorbike race.
International Superstar Soccer	70	75%	More FIFA than ISS. PS2.
Iron Soldier 3	68	70%	Your toes come in various shapes and sizes.
ISS Deluxe	17	83%	16-bit football conversion, no frills.
ISS Pro	22	84%	Sharp, tight and accomplished football.
ISS Pro '98*	02	82%	Nearly as good as the N64 version. Brilliant!
ISS Pro Evolution	55	57%	Quite simply the greatest football game ever made!
ISS Pro Evolution 2	73	57%	Best football game ever just got better!
Int. Track & Field	09	85%	Superb multiplayer sports special.
Int. Track & Field 2	59	90%	Better than the first, with a wider variety of events!
The Italian Job	33	34%	Far yet ultimately flawed crime cap experiencing difficulties.
Jackpot	44	86%	An exceptionally bad platformer.
Jackie Cocoon	44	86%	A stunning, if simple, adventure game.
Jackie Chan Stuntmaster	63	74%	Hi-flying hi-jinks with the king of kung-fu!
Jedi Power Battles	63	67%	Once again the good name of Star Wars is mud.
Jeffery McGrath Super Cross 98	37	70%	Plenty of options, but not as good as Motor Racer.
Jersey Devil	30	83%	Devilish gameplay, well worth a look!
Jet Rider	18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	31	78%	Fun, but essentially more of the same.
Jet Rider 3	58	53%	Puke-evoking and terribly ugly!
Jimmy White's Cueball 2	63	62%	More like a pub sim than anything else.
Johnny Bazookatoons	04	71%	He's supposed to be cool. He's not.
Jo Jo's Bizarre Adventure*	57	70%	An extremely odd beat-'em-up.
Jonah Lomu Rugby	20	86%	Accurate and enjoyable rugby sim.
Judge Dredd	28	62%	Fantastic license, disappointing game.
Jumping Flash	01	87%	Highly imaginative first-person platformer.
Jumping Flash 2*	08	88%	Psychic sequel to the above (only better).
Jungle Box Rhythm'n Groove	68	80%	Onlookers will just think you're dancing like your dad.
Jurassic Park: Warpath	49	74%	An average fighting game...
Kensai: Sacred Fist	25	69%	Doesn't do the name justice!
Kick-Off '97	36	77%	An average game replete with great options.
Kick-Off World	01	57%	Sparse Doom done that lacks any kind of thrill.
Kileak The Blood	05	85%	The same only with a '2' at the end!
Kileak The Blood 2	66	10%	More like Court Jester!
K-1 King Of Kings	72	30%	Simply makes you yearn for Tekken!
K-1 Grand Prix	54	69%	An enjoyable alternative to Wipout.
Killer Loop	08	57%	Contemplative beat-'em-up. Avoid.
Killing Zone	02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	66	81%	Long-lasting RPG, lacks crap though.
King's Field: The Legend	58	82%	Unsurprisingly like-orientated platformer.
King Of Fighters '95*	11	62%	Utterly pointless 2D beat-'em-up!
King Of Fighters '96*	24	59%	Rips off every 2D fighting game. Still crap though.
KKND Krossfire	48	83%	Hugely enjoyable C&C done.
Konos: Door To Phantom's	30	83%	Fat and lovable Japanese platformer.
Knockout Kings	40	83%	Round the greatest boxes of all time. Ape!
Knockout Kings 2000	56	86%	Better and more accessible than the original.
Knockout Kings 2001	70	75%	Enjoyable albeit rough-looking sim.
Konami Antiques Vol. 1	31	58%	Varied, but dogged with too much rubbish.
Koudelia	67	76%	A promising romp, marred by bad combat.
Krazy Inn	04	61%	Good when it came out, but it has dated badly.
Kula World	35	83%	Innovative puzzle fun with balls!
Kunshi	27	88%	Ultra high quality puzzle.
Kunshi Final	54	90%	Criminally addictive like Tetris, only more clever!
Land Before Time	73	35%	Land before gameplay, more like...
Land Maker	64	65%	Bizarre puzzler. Bizarrely enjoyable. Bizarre!
Last Report, The	33	22%	An utterly awful, unrewarding point and click!
Lutbo	66	20%	What the hell is this?
Legend Of Dragons	74	67%	Dungeons and Dragons, anyone?
Legend	41	79%	Hack 'n' Slash as it used to be.
Legend Of Karta	50	43%	Too linear, too boring, too Japanese...
Legions (Oh No.)	77	71%	Diverse, but for young players only.
LeMmings (Oh No.)	43	81%	Re-released mind-bending puzzler!
Le Mans 24 Hours	58	20%	Decent enough for OTT racing. Superb link-up!
Libero Grande	42	87%	Interesting footie sim, but confusing to follow!
Libero Grande 2	73	78%	Can be a goalie?
Lifeforce Tenka	20	86%	Grisly polygonal Doom clone - flashy.
Little Big Adventure	19	83%	Outstanding graphical adventure!
Livewire	46	63%	Fast and furious 3D, but awkward to play.

TOP10 PLATINUM

01 **METAL GEAR SOLID**
The greatest game ever - for 20 quid!

02 Tekken 3

03 Gran Turismo 2

04 Resident Evil 2

05 Colin McRae Rally

06 Driver

07 Crash Bandicoot 3: Warped

08 Die Hard Trilogy

09 Final Fantasy VII

TOP10 BEAT-'EM-UPS

01 **TEKKEN 3**
The best fighting game around!

02 Soul Blade

03 Street Fighter Zero 3

04 Dead Or Alive

05 Bloody Roar 2

06 Street Fighter EX2

07 Bushido Blade

08 Marvel Vs Capcom

09 Kensai: Sacred Fist

10 Tekken 2

TOP10 FIRST-PERSON

01 **MEDAL OF HONOR**
Classy wartime shoot-out

02 Medal Of Honor: UG

03 Alien Resurrection

04 Quake II

05 Duke Nukem

06 Forsaken

07 Lifeforce Tenka

08 Final Doom

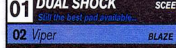
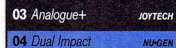
09 Resident Evil Survivor

10 **ALIEN TRILOGY**
Very old, but still fun to play...

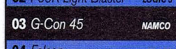
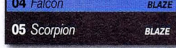
BUYERS' GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

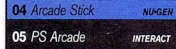
TOP 5 JOYPADS

	01 DUAL SHOCK For the best play possible.	SCEE
	02 Viper	BLAZE
	03 Analogue+	JOYTECH
	04 Dual Impact	NUGEN
	05 Shockhammer	THRUSTMASTER

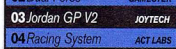
TOP 5 LIGHTGUNS

	01 ASSASSIN Resisted by monster like and the best.	NUGEN
	02 P90K Light Blaster	LOGIC 3
	03 G-Con 45	MAMCO
	04 Falcon	BLAZE
	05 Scorpion	BLAZE

TOP 5 JOYSTICKS

	01 PRO SHOCK For the best play possible in the world.	BLAZE
	02 Twin Shock Arcade	BLAZE
	03 EagleMax	JOYTECH
	04 Arcade Stick	NUGEN
	05 PS Arcade	INTERACT

TOP 5 WHEELS

	01 TOP DRIVE GT+ For the best play possible in the world.	LOGIC 3
	02 Dual Force	GAMEMASTER
	03 Jordan GP V2	JOYTECH
	04 Racing System	ACT LABS
	05 V3 Racing Wheel	INTERACT

GAMETITLE	ISSUE	SCORE	WESAY...
NFL Blitz	42	87%	A serious Madden contender
NFL Game Day	04	73%	American football - who cares?
NFL Xtreme	41	61%	There's nothing Xtreme about it.
NHL '97	15	86%	Intense ice hockey action - smooth and fast.
NHL '98	27	71%	Cool graphics, slick gameplay.
NHL '99	41	81%	Smooth, hard, fast and very cool
NHL Face Off	04	78%	Admirable attempt, but a bit cumbersome.
NHL Face Off '98	32	80%	Better than the last.
NHL Face Off 2000	58	30%	Not good, not good at all...
NHL Open Ice	32	40%	Outdated and obsolete hockey for \$40!
NHL Rock The Rink	63	75%	All music and novelty value, little else.
Nick Toons Racing	79	59%	Not redeemable, but there's certainly better out there.
Nightmare Creatures	27	86%	A fantastic, full-on splatter flick!
Nightmare Creatures 2	65	65%	Highly derivative slash-'em-up.
Ninja: Shadow Of Darkness	39	78%	Looks good, but gets repetitive too soon.
Nishin Pachinko Now 4	67	50%	Just like the real thing, Japanophiles!
No Fear Downhill MB Racing	59	68%	Fast and furious, but nothing too exciting.
Note, This	28	72%	Above average first-person adventure.
Novostorm	01	38%	Rubbish FMV-spoiled shoot-'em-up arc.
Nuclear Strike	26	88%	Better looking and bigger than Street Strike.
ODT	42	89%	Masterful, unforgiving mutant mayhem!
Off World Interceptor	02	71%	Jerky 3D buggy battling disaster. Avoid.
Olympic Games	89	82%	Utterly fantastic multiplayer game.
Olympic Soccer	09	84%	Highly playable fodge game, but with basic graphics.
Omega Boost	50	83%	An excellent game, but far too short.
One	30	86%	One of the most destructive game ever!
Onside Soccer	12	76%	Uninspiring fodge with management aspects.
Overblood	22	66%	Atmospheric, innovative 3D space adventure.
Overblood 2	75	75%	Fun-twisted ship combat game.
Pac-Man World	55	84%	He's Pac, and loving it.
Pandemonium	15	84%	Enjoyable platform game, but too restrictive.
Pandemonium 2	28	72%	Linear, but lovely-looking platformer.
Panzer General	05	73%	Strategy war game for dedicated anoraks.
Panzer Front	76	73%	Great subject, average execution.
Parappa the Rapper	24	85%	For the buttons, sing the rhyme. Brilliant!
Parasite Eve*	41	89%	Slick and disgusting horror adventure!
Parasite Eve 2	66	89%	Bleemished, but sick nonetheless.
Peak Performance*	21	85%	Blasting 28-car joyriding - a great laugh!
Perfect Performer*	56	74%	Play any instrument in a band - a great fun!
Perfect Weapon	19	65%	Sinister 3D adventure, lacking visual flair.
Personal	42	75%	Another yuck.
Pet In TV	40	77%	The best virtual pet in the land!
PGA Tour '96	02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	13	81%	Extremely able golfing sim. It's got the lot.
PGA Tour '98	28	83%	Best-looking golf, yet hampered gameplay.
PGA Tour Golf	72	70%	Average enjoyable round of golf.
Prat At Extreme Snowboarding	05	72%	Very shoddy game in a saturated market.
Philosoma	02	85%	Great looking shoot-'em-up, but badly dated.
Pipemania 3D	75	70%	A cheap and cheerful puzzler.
Pitfall	15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	33	70%	An above average 3D platform romp.
Player Manager	16	64%	General management game. No frills and slow.
Player Manager 2000	62	92%	Not as user-friendly as LMA, but just as rewarding!
Pocket Fighter*	38	84%	Refreshed formula, but still immensely satisfying.
POED	07	87%	Scrappy Doom clone, meant to be humorous.
Point Blank	36	90%	Addictive gun fun... and it's legal.
Point Blank 2	52	80%	You like Point Blank? You'll like this!
Point Blank 3	74	82%	The definitive Point Blank title.
Pool Academy	64	53%	The worst of the pool sims.
Pool Hustler	44	83%	Very playable, but not as authentic as Pool Shark.
Pool Shark	42	85%	The most realistic pool simulation on any format!
Pop'n Tanks*	54	80%	Enjoyable cutesy tank destruction!
Populous: The Beginning	46	70%	An excellent game, marred by slowdown.
Porsche Challenge	20	62%	Superb looking, technically brilliant. Too slow.
Power Baseball*	54	60%	Light-hearted multiplayer ball-hitting action.
Power Instinct 2*	03	52%	Cheap and nasty beat-'em-up - stay well clear.
Powermove Pro Wrestling	16	51%	Men in tights, absolutely awful game.
Powerplay Hockey '97	08	82%	Yet another hockey game, actually quite good.
Powerplay Beach Volleyball	29	35%	Time for 128-bit basketball!
Power Shovelings*	70	92%	Ludicrously corrupted yet somehow intuitive controls.
Power Soccer 2	23	63%	Basically, not much fun at all!
Poy Poy	33	84%	Original and odd multiplayer shenanigans!
Poy Poy 2	46	69%	Been there, done it, quite liked it.
Premier Manager '98	36	76%	A decent game, but a bit too shallow.
Premier Manager '99	45	78%	Slightly improved, but not different enough.
Premier Manager 2000	61	85%	Not as good as LMA Manager, but worth a look...
Primal Rage	04	41%	Claymation-based beat-'em-up. Poor now.
Prince Gail EX*	02	62%	Very average sprite based fodge sim.
Prince Naseem Boxing	69	75%	A quality boxing title.
Pro 18 World Tour Golf	45	34%	Snotter than a double bogey. Avoid.
Pro Pinball: Race USA	49	70%	Good, but not as good as the others!
Pro Pinball: The Web	10	79%	Great, addictive fun, but a bit dated now.
Pro Pinball: Timeshock	34	90%	The best pinball game available for PlayStation.
Pro Pinball: Fantastic Journey	75	75%	The balls have dropped.
Project Overkill	13	89%	Violent, bloody, but repetitive and no two-player!
Psydedek	42	52%	Bug-riddled over-the-boarder boredom...
Psychic Detective	06	61%	Wholly FMV and fantasy. Utterly lousy!
Psychic Force	23	73%	Unusual floating beat-'em-up. Nothing special.
Psychic Force 2	60	65%	Big in bulk, but devoid of any long-term thrills.
Puma Street Soccer	48	61%	Too limited for mass market appeal.
Punch/Carat	53	66%	Enjoyable, but limited Akapaloid clone.
Punch the Monkey*	65	65%	Indiscoverable Japanese rhythm game.
Puyo Puyo 4*	69	87%	Still as addictive as ever!
Puyo Puyo Sun*	31	87%	Hugely addictive party fun!
Puzznic*	77	72%	Nice, but definitely a budget title.
Q*bert	58	53%	Has no place in modern software!
Quake II	56	90%	A truly stunning accomplishment. Amazing!
Quake III	04	80%	Yet again, who cares?
QuakeRack Club '96	43	80%	Pure adrenaline-pumping shooting perfection.
Radical Bikers	62	65%	Provides short-term fun, but little beyond...
Raiden Project, The	01	68%	Dazzling, but ultimately weak shoot-'em-up.
Rage Racer	16	90%	Super fast, varied, playable racer.
Raging Skies	12	73%	Adequate flight shoot-'em-up, but lankable!

GAMETITLE	ISSUE	SCORE	WESAY...
Rainbow Six	54	68%	Nice and complex, but nowhere near slick enough...
Rainbow Six: Rogue Spear	76	47%	Two litres in a tumbler.
Rally Championship	60	67%	Good-looking, but ultimately boring rally game.
Rally Cross*	19	89%	First class off-road antics. Two and four-player!
Rally Cross 2	45	83%	A bit of a rough roller, but it plays well enough.
Rampage World Tour	29	77%	Flawed and tedious, but fun if you can't stand it.
Rampage 2: Universal Tour	49	57%	Didn't expect the Earth to move...
Rampage Through Time	66	33%	Somebody's gotta stop them!
Rapid Racer	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	33	77%	Accomplished platformer, good for the kids!
Rat Attack	54	55%	Motivated and fast, fun if you can't stand it.
Ray Crisis	64	60%	A mindless button bashing fiasco!
Rayman	01	87%	Clockwork platform game, now looking tired.
Rayman 2	67	82%	Triumphant 3D return of our 'armless friend.
Ray Storm	19	74%	Overwhelming two-player space shoot-'em-up.
Ray Tracers	23	75%	Super fast Chase HQ-style racer. A bit basic.
RC De Go	68	80%	The king of radio-controlled racing.
Ready 2 Rumble	59	80%	If you enjoy a lighter form of GBX, check it out...
Rebel Assault 2*	18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	33	68%	Easy on the eye, short-term fun.
Rescue Shot	64	83%	Bunny-filled gunning mayhem. Go figure!
Resident Evil	08	85%	Gothic horror adventure - recommended!
Resident Evil: Director's Cut*	27	83%	Not worth owning if you already own the original.
Resident Evil 2	32	96%	A truly spectacular sequel and utterly terrifying!
Resident Evil 3 Nemesis*	55	90%	Removed as a sequel, but more action-packed!
Resident Evil Survivor	61	80%	Innovative, but cheaply produced and repetitive...
Reinforce Fire	46	43%	Don't even go there! A really bad shoot-'em-up.
Reinforce Fire 2	07	84%	Average 3D lightgun screen army romp.
Re-Volt	53	64%	Messy and quite unplayable in places.
Revolution X	06	40%	Die Aerosmith mouse shoot-'em-up. Bad.
Rhapsody: A Musical Adventure	69	75%	RPG that can be fully recommended to intro composers.
Rhythm and Fate	64	65%	Mad bad memory game. Weird or what?
Ricky Carmichael's Motocross	56	56%	A must for enthusiasts, but otherwise tiresome.
Ridge Racer	01	75%	Designed game, now looking very sad indeed.
Ridge Racer Revolution	04	94%	A better game, with link-up and nicer cars.
Ridge Racer Type 4	47	92%	Frighteningly fast arcade racing game.
Riot	18	72%	Moribund futuristic sports - like Rollerball.
Rise 2: Resurrection	05	88%	Hideous robot beat-'em-up. A bad date.
Risk	29	30%	Boardgame - there's no contest.
Rival Schools	44	89%	Not as fast and fluid as the Japanese version.
Rival Schools 2*	52	78%	Fast-paced but hellish school scrapping.
Roadsters	56	80%	Fast and furious arcade racing, but lacking depth.
Road Rage	17	24%	Detestable and trashy shoe-box sim. Ugh!
Road Rash	05	70%	Oddly visuals, but fast and fun. Now cheap.
Road Rash 3D	36	76%	Disappointing sequel with no guts.
Robotopt	12	55%	Abominable robot beat-'em-up.
Robotron X	15	85%	Classic gameplay, very fast, we prefer the original.
Rock & Roll Racing 2	31	55%	Basic blaster with some two-player appeal.
Rockman Battle & Chase*	21	41%	Basic and unimpressive cartoon racer.
Rockman Dash*	31	80%	Enjoyable 3D adventure. For smash get Dash!
Rogue	11	82%	Motivation trip with a side of...?
Rollage	46	87%	Stomach-churning racing mayhem at its finest.
Rollage Stage II	60	75%	Good, but not a vast step-up from the first.
Ronoko V-Football	64	70%	Speedy but one for beginners!
Ronin Blade	55	80%	Great hack 'n' slash fun, but very limited.
Rosco McQueen	26	88%	You play with fire, you get this scizzling game!
Roswell Conspiracies	80	49%	Nice basic premise, dull realisation. Disappointing.
RPG Maker*	69	88%	It's like owning an RPG Lego kit.
Rugrats	46	50%	Made for kids, but it's still rubbish.
Rugrats in Paris	25	40%	Designed by rugrats, apparently.
Runabout*	20	77%	Highly playable racer, but way too short.
Runabout 2	58	81%	An improvement over the last one.
Running Wild	46	38%	A feeble attempt at a themed racing game.
Rust Force 2	42	70%	Unimpressive and tedious.
Salamander Deluxe Pack	25	74%	Aged, but enjoyable Eighties shoot-'em-up.
Sampas Extreme	09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	13	62%	Not quite the called Samurai Showdown!
San Francisco Rush	41	45%	Not the worst racing game of all time.
S.C.A.R.S.	39	82%	A fine, albeit rough-looking Gridson game.
Sensible Soccer	44	52%	A pointless, almost sacrilegious release.
Sentient	19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	39	61%	Rough-looking and very repetitive strategy game.
Shadow Madness	56	62%	Fun but unimpressive adventuring.
Shadow Man	53	27%	A stinking, crusty turd of a game...
Shadow Master	29	79%	Nice try, but very underwhelming.
Shadow Tower	61	55%	Exciting, deadly, out of the box RPG!
Sheep	70	79%	The wool has been pulled.
Sheep Dog 'N' Wolf	79	84%	A funny and addictive puzzler for kids of all ages.
Shellscore	06	85%	Passable tank game, now looks basic.
ShockWave Assault	05	87%	Unimpressive surface-based shoot-'em-up. Dull.
Side By Side Special*	30	63%	Unimpressive and tedious.
Side By Side Special 2*	57	53%	Breaking down in a desert is more fun than this!
Silent Bomber	62	87%	An all-round explosive package!
Silent Hill	54	84%	Scary as hell, but rough around the edges.
Sim City 2000	12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	10	56%	Grotesque upstart beat-'em-up.
Slick Monkeys	51	83%	Pressureless platformer.
Sled Storm	54	89%	Snowboarding with engines... superb stuff.
Smackdown! Know Your Role	71	92%	Same game, but with nice piers.
Small Soldiers	42	78%	Not small on action. Bad film, good game!
Smash Court Tennis	16	86%	Surprisingly playable, addictive cartoon tennis.
Smash Court Tennis 2	44	82%	Entertaining, but not too dissimilar from the last!
Snow Racer	35	50%	Nice-looking, yet disappointing alpine racer.
Sno Cross	67	66%	A novel but flawed racer snowmobile racer.
Soccer '97	20	82%	UK teams version of Olympic - very playable!
Soul Blade*	17	96%	The best weapons-based beat-'em-up on PSX!
Soul Reaver: Legacy Of Kain	50	92%	Better and darker than Tomb Raider...
South Park	56	24%	Exceedingly lame and repulsive.
Soviet Strike	14	62%	Decent helicopter shoot-'em-up, rough looking.
Space Debris	57	62%	Frantic, but tiresome 3D shooter...
Space Invaders	56	48%	Addictive for a couple of hours, after that forget it!
Space Hulk	10	84%	Claustrophobic and intense 3D strategy game.
Space Jam	21	39%	Pants cartoon basketball game, based on the film.

arcade shoot 'em up beat 'em up first-person shooter party/puzzle platform racing game sports title strategy/adventure * Indicates an import review

GAMETITLE	ISSUE	SCORE	WESAY...
Spawn: The Eternal	34	49L	Dull and imaginative adventure from hell.
Special Ops: Stealth Patrol	64	85W	War fans! Love it! <i>Rainbow Six</i> is beaten (not hard).
Speedball 2100	68	69L	A hugely disappointing update of a classic.
Speed Freaks	52	90L	The greatest karting game ever...
Speedster	20	80W	Overhead racer with okay handling, but slow.
Spice World (with Gen)	37	25W	Total waste of Spice... cheap thought!
Spider	20	75W	On rail around platformer. Get gel bombing.
Spider-Man	68	82W	A fine, yet flawed super-heroic experience.
Spider-Man 2 Enter: Electro	82	85W	Our favourite web-slinger returns to PSone - great as ever!
Spin Jam	64	44W	If you understand it feel free to tell us.
Sports Car GT	68	71W	No thrills racer lacking any kind of sheen.
Sports Superbike	67	45W	Abiding on a budget...
Spot Goes to Hollywood*	20	72W	Unimpressive cartoon platform game. Yawn.
Spyro The Dragon	41	88W	A polished platformer, but devoid of challenge.
Spyro The Dragon 2	55	90W	Builds on the original to become a classic!
Spyro: Year of the Dragon	69	80W	Same parcel, different bow.
Stahlfeder*	66	65W	Old-style vertical shoot 'em up - too easy.
Star Gladiator	16	88W	Competent beat 'em up from Capcom.
Star Island*	54	74W	A good enough shooter, but the gameplay is dated.
Star Ocean	61	75W	Too text heavy and not enough action...
Starblade	02	68W	Lots of blasting action, no control at all.
Starfighter 3000	08	85W	A decent stab at a sci-shooter/strategy.
Star Trek: Voyager	69	67W	Engaging initially, but in the end...
Star Wars: Episode One	57	68W	Disappointing and crude-looking space adventure.
Star Wars: Masters of Teräs Käsi*	30	74W	A good licence, but somewhat wasted.
Starwinder	13	77W	Linear space-based racer. Lacks excitement.
Steel Harbinger	18	80W	Controlling a violent nympho isn't much fun.
Steel Reign	30	58W	One to rent, not to buy!
Steak	02	59W	Pretty bad hoovering game...
StreetFighter Alpha	07	68W	Classic 2D beat 'em up: now been replaced.
StreetFighter Collection	29	67W	Some stones are best left unturned!
StreetFighter EX Plus	25	91W	It's absolutely EX-cellent!
StreetFighter EX2 Plus	62	82W	Seems a bit dated now, but still pretty solid!
StreetFighter: The Movie	01	35W	Utter crap.
StreetFighter Zero 2*	12	89W	Simple, colourful graphics - total gamelplay!
StreetFighter Zero 3*	45	92W	The best Street Fighter game ever released!
Street Racer	14	84W	Childish Mario Kart wannabe, good multiplayer.
Street Skater	48	78W	Good for a laugh, but not challenging enough.
Street Skater 2	62	74W	Mild fun, but it's still not Tony Hawk!
Street Scooters	67	30W	Four wheels good, two wheels bad...
Slinder 2*	62	50W	Very low school gaming, but still a riot!
Slingshot	14	54W	Shoddy and unconvincing helicopter sim.
Slurper '96	01	73W	Extremely playable, but now extremely dated.
Submarine Commander	75	35W	Not as interesting as you think.
Sukedon	16	80W	Endearing and lasting Manga RPG.
Superbike 2000	60	37W	More like push-bike than super-bike!
Supercross 2000	58	38W	If you like the sport, you'll hate this!
Supercross	74	76W	Arcade thrill-seekers should steer clear.
Super Puzzle Fighter 2*	18	90W	Fan-blooded-tastic Japanese puzzler!
Supersonic Racers	11	84W	Chaotic <i>Woaky Races</i> -style multiplayer romp.
Suzuki Bakushutsu	67	82W	Bomb defusing suddenly got sexy!
Swagman	21	82W	Proficient cutesy overhead cartoon adventure.
Sydney 2000	62	69W	A poorly designed button-basher.
Syndicate Wars	22	85W	We love the smell of napalm in the morning!
Syphon Filter	48	93W	A vast, sprawling adventure that rocks!
Syphon Filter 2	60	93W	A sequel to surprise all sequels!
Tai Fu	47	72W	A bored, lazy mogy of a game.
Tai Concoro*	59	74W	Harmless and enjoyable adventure.
Tai Of The Sun*	29	84W	Innovative cavenen adventure. Badly presented.
Tales Of Destiny*	42	77W	Endearing Japanese role-playing hokum.
Tarzan	55	50W	Uninspired platform-by-numbers. Dull.
Tank Racer	47	79W	Crushingly good, action-packed fun...
Team Buddies	67	38W	Obscene. Unfunny. Avoid.

GAMETITLE	ISSUE	SCORE	WESAY...
Technomage	79	62W	Not hopeless, but often crushingly dull.
Terracon	66	80W	Enjoyable yet repetitive blasting action.
Tekken	01	84W	Was the ultimate 3D beat 'em up, still decent.
Tekken 2*	07	95W	Brilliant 3D beat 'em up - an essential purchase!
Tekken 3*	34	97W	Unobviously the greatest beat 'em up around.
Testabubbles	59	60W	Topper-pleasing lobby fun!
Tenchu	40	77W	Dark and deadly assassination action.
Tenchu 2	66	91W	Superlative sniping. Spectacular!
Tennis Arena	28	84W	Slack, addictive and playable...
Ten Pin Alley	18	60W	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	24	35W	A turkey! Tarnishes the Test Drive name.
Test Drive 4	28	86W	Enough to blow your gasket!
Test Drive 5	42	75W	Tipped at the post by the opposition.
Tetris Plus	30	81W	Addictive, but antiquated puzzler.
The Simpsons Wrestling	76	25W	Total waste of a fantastic licence!
Theme Hospital	32	88W	More fun than a hospital could ever be!
Theme Park	01	86W	Build your own Atland Towers - very in-depth.
Theme Park World	57	80W	A complex, yet thoroughly rewarding sim!
The Table Tennis*	68	15W	Only take this risk release should be in the opening one.
The World Is Not Enough	70	63W	Goldmine neverbeaten.
This Is Football	56	79W	Too slow and limited to be a contender.
This Is Football 2	71	84W	Fast, furious and strangely fun.
Thousand Arms*	56	84W	A deep, involving RPG.
Tomber: Scales & Destroy	57	80W	A complex, yet thoroughly rewarding sim!
Threats of Fate*	69	82W	A fusion of sleazing, RPG and even platform elements.
Three Lions	34	50W	Pretty, but sluggish to play. Not worth the hype!
Tiger Woods '99	45	80W	Nice niche game, shame about the golf game!
Tiger Woods PGA 2000	60	62W	Not a great golfing game, but passable.
Tin Tin: Destination Adventure	43	84W	About as boring as platform games get.
Time Commando	11	78W	Besides the magical time-sleeking adventure.
Time Crisis*	24	90W	Stupendous light-gun shooting action. Top.
Time Crisis: Project Titan	75	90W	Some first-class shooting action.
Tiny Tank	59	85W	Comedic death at its very best!
Toma Runner vs U-Cen-Gi*	68	50W	Winning is incredibly easy and boredom soon sets in.
Toca No. 1*	12	84W	Cracking high-nez beat 'em up with quest mode.
Tobal 2*	22	92W	Highly advanced sequel. More of everything!
Toca World Touring Cars	80	90W	Like before, but cheaper!
Tokyo Highway Battle	20	73W	Great concept, let down by low overall speed.
Tomb Raider	31	56W	Unwearing, dated platformer/RPG.
Tomb Raider II	64	89W	An excellent piece of platforming action.
Tomb Raider III	28	89W	Superb Indiana Jones-style 3D adventure.
Tomb Raider: TLR	29	95W	A fine sequel that easily surpasses the first.
Tomb Raider Chronicles	43	93W	A decent and enjoyable second sequel.
Tommi Milkenen Rally	56	90W	The best of the lot, albeit slightly unoriginal!
Tornador Never Dies	71	94W	Best <i>Tomb Raider</i> since the first!
Tony Hawk's Skateboarding 2	37	93W	The turkey of rallying games!
Tony Hawk's Skateboarding 3	57	65W	On par with the new film as being a Bond killer!
Tony Hawk's Skateboarding 4	54	88W	Unbearable, authentic skating bliss...
Tony Hawk's Skateboarding 5	65	92W	Finest skater, bar none.
Top Gun: Fire At Will	09	76W	Lack-lustre combat flight sim based on the film.
Torquem: The Last Hope*	72	63W	There's nothing here which couldn't be done on the Game Boy.
Toshinden	01	76W	First Tekken rival, graphically. Dated.
Toshinden 2*	05	76W	For worse than the original. Avoid like plague.
Toshinden 3	25	78W	Average beat 'em up. Nothing more.
Toshinden 4	66	23W	Four beat 'em ups and a funeral.
Total Drivin'	26	84W	Thrilling racing with excellent variation.
Total Eclipse Turbo	02	69W	Poor third-person shoot 'em up.
Total NBA '96	05	81W	The best basketball game on PSX, until...
Total NBA '97	20	87W	The most advanced basketball game ever until...
Total NBA '98	36	93W	So good it walks on water, the best bar none!
TOCA: Touring Car	27	92W	Really fast, really fun, really racing!
TOCA: Touring Car 2	42	94W	Non-stop clutch burning bliss!
Tory Story 2	59	73W	Looks good, but is boring and frustrating...

LATEST GAME ADVENTS

Tons of new things appear in the shape all the time trying to tempt you away from such accessories as... well, food. Read on to discover which add-ons are really worth such a mighty sacrifice...

G-Force Mk1 Race Rig

A deluxe racing seat and wheel apparatus consisting of: 1 Cobra bucket seat, 2 rear seat tubes, 2 front tubes, 1 steering pole, 1 steering pole headstock, 1 pedal plate, 1 bag of bits, 1 Thrustmaster 360 Modena steering wheel and pedal set. You can turn the wheel is of a high quality and it works beautifully with Gran Turismo 3. It comes in either blue or red, or you can have it painted in custom colours. Apparently, one night when I had even had his painted in ultra ultra-reactive paint. But then he broke because he owns a nightclub and earns a lot of money. This living room eater weighs in at a hefty \$249.99 you see, so what more could we possibly tell you? That is a lot of money and if you're so rich as the figure doesn't matter, then you go ahead, be our guest. Interesting to note that eBay regularly has online racing machines on offer for less than money. Whoops, all of opinion creeping in.

RATING ****



GameStation

They say, "The perfect solution to a messy gaming area - the one accessory mums actually want their kids to buy!" We say, "It's just a box and a costs twenty quid!" But let us not be too harsh here, this 'box' is specially designed to sit beneath a 14" television set and provides space for one PSone, two controls pads and up to three spare memory cards. You can also stuff it with a Game Boy Advance and three (count 'em) Game Boy Advance games. Hey, it might be quite useful to someone. Someone who doesn't consider the PSone so small that placing it in a box, the size of a DVD player and of dubious the object of its muscles design. Anyway, what exactly is so hard about following the leads round your controllers and placing them near your TV? We could add something about messy rooms signifying a creative mentality, but we seem to have run out of room.

RATING *

INTERNET ZONE Getting Wired



Best Non-Videogame Site

www.friendsunited.co.uk

Basically you sign on, enter when you left school and can see memos left by old schoolmates or even contact them. Obviously this is a little use to those of you enjoying our education system so we'll just take this opportunity to tell you that you should work hard, be good to each other and treasure what will turn out to be the best time of your life. When you leave reality comes, you see.

RATING ****

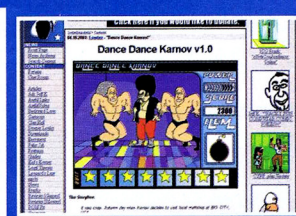


Best Totally Bizarre Site

www.cutoffmyfeet.com

An odd site, but with a real heart. Paul Morgan suffered an unfortunate accident a few years ago in which, believe it or not, he was run over by a boat. He suffered a large amount of spinal damage that has resulted in no sensation in his feet. In order to run again he is going to cut them off using a home-made guillotine.

RATING *****



Best Videogame Site

www.somethingawful.com

To be more precise you want to be going to www.somethingawful.com/features/danceandc... Net games we've seen. I guess people might just be the voice of nostalgia speaking, never can tell these days. Anyway, please check out the sight and feel free to look around the SomethingAwful main site where you'll find much to impress.

RATING *****



McLaren Force Feedback

Manufactured under licence from McLaren International Limited, states the manual in block capitals, the meaning being that McLaren hasn't actually made the device, but just agreed for whatever reasons to have its name on it. Still, this is a solid enough circular driving controller that is compatible with both the New Dual Shock2 controllers with full analogue as well as digital modes. It's force feedback, so it will work especially well with games such as *Ridge Racer* or *Gran Turismo*. This option is available if you plug the wheel into the mains, and since it's springing we wholeheartedly recommend that you do. Complete with a gear stick which emulates standard shifter buttons and an analogue set of pedals, this is pretty much all you need, though we'd recommend that you have a desk or table ready, since using your lap is worse than pointless. It's damn uncomfortable. Expect to pay between forty and fifty quid.

RATING ****



BUYERS' GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

COMING SOON

01 STATE OF EMERGENCY

The folks who made GTA3 have another trick up their sleeve!



02 HALF-LIFE

Canned on Dreamcast, but looking splendid on PS2.



03 ROBOCOP

There's just a chance this licence might actually turn out okay.



04 SILENT SCOPE 2

More of the same, yes, but the first one was sooo playable!



05 ACE COMBAT 4

She's tempting us cruelly with her photographic scenery.



HARD COPY

Crucial books with tenuous links to the interests and lifestyles of console gamers.

NET SLAVES - TRUE TALES OF WORKING WEB

Author: A. K. Brown
ANEC DOT COM
DETAILING THE HORRORS OF WEB-BASED BUSINESS FROM THE GRUNTS TO THE GRANDIOSO.

ISBN 0-07-1352-43-0

With history so seldom written by the losers, Net Slaves is a refreshing and tragically funny read which serves as a poignant warning to anyone harbouring aspirations of changing the world without first amassing the wealth and power to do so at a whim. Brilliantly managing to turn grievously pitiable events into humourously cathartic accounts, Net Slaves impresses not only thanks to its content, but also its status as Lessard and Baldwin's canny (and hopefully successful) attempt to turn a bad situation to their favour. A great idea, engagingly realised.

GAMETITLE ISSUE SCORE WESAY...

Toy Story Racing	76	92%	Cool racing game with a difference!
Transformers Beast Wars*	67	10%	Not how we'd all like to remember the Transformers.
Transport Tycoon	24	78%	Absorbing strategy about transport networks.
Trap Runner	48	70%	Alright for a while, but you'll soon get bored.
Trash It	24	55%	Average hammer-based puzzle game.
Treasures Of The Deep*	27	83%	Atmospheric underwater adventure.
Trick 'n' Snowboarder	58	85%	Capcom's own stab at snowboarding...
Triples Play 2000	49	91%	The best baseball game ever released...
Tron: Beat	64	70%	An odd gaming combo that's worth a peek.
True Pinball	05	65%	Highly overrated pinball tosh. No save game!
Tunguska: Legend Of Faith	69	13%	Tunguska makes us reflect on the futility of life...
Tunnel B1	10	87%	Glitzy graphical showpiece. Shortlived.
Twinsbee Deluxe Pack*	02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	16	88%	Remarkably compelling two-player blast-a-thron!
Twisted Metal 3	43	69%	Not nearly twisted enough
UEFA Champions League '99	47	80%	Too similar to WLS '99.
UEFA Champions League 2000	61	86%	A vast improvement over the original...
USA Shriker	55	92%	Simple, arcade-style football, very enjoyable.
Ultimate Fighting Championship	72	22%	Unplayable and technically bereft.
Um Jammer Lammy*	48	88%	Addictive and amusing guitar action!
Unholy War (The)	41	70%	Offers pretty exciting two-player combat.
Urban Chaos	62	40%	Chaotic from start to finish!
V2000	40	82%	Uncompromising, thinking man's shoot-'em-up.
Vagrant Storm	61	92%	Wait for the PAL version and this'll be awesome!
V-Ball Beach Volley Heroes	35	30%	A game that won't let you play it!
Vampire Hunter D	63	53%	Sucks in every sense of the word
Vandal Hearts	22	81%	Very Japanese fantasy strategy RPG.
Vandal Hearts II	61	84%	Engrossing and very playable adventure game.
Vanguard Bandits*	70	55%	A series of battles linked via a fairly tedious story line.
Vanishin Point	73	78%	Average roller killer slurt mode.
Vib Ribbon	65	91%	Truly unique dancing platformer.
Victory Boxing	13	79%	Fast and smooth rendition of the 'sport'.
Victory Boxing 2	40	84%	Frantic flying fist action in a corking sequel.
Victory Boxing Challenger	62	80%	Crap to look at, but still enjoyable to play.
Vigilante 8	36	94%	Big guns, huge explosions, gigantic appeal!
Vigilante 8: Second Offense	59	83%	More of the same with little improvement.
Virtual Golf	09	61%	Drab golf sim. Actual Golf 2 is much better.
Virtual Pool	17	68%	Great PC game, awkward and slow on PSX.
Virtual Kasparov	78	65%	Better than the real thing?
VMX Racing	35	45%	Dodgy-looking and, frankly, unplayable racer.
V-Rally	23	87%	Fast and accurate rally sim with great split-screen.
V-Rally 2	51	83%	World class action on a bloody mud!
Viva Football	45	79%	Some good ideas included, but the controls are odd.
Viper	38	69%	Dark and linear helicopter shoot-'em-up.
Vs	36	72%	Stick, but simplistic street fighting.
V-Tennis	21	75%	Blind tennis game. Get Serrano or Smash Court.
Wacky Races	67	44%	Tacky Races more like, Sheesh.
Warcraft 2: The Dark Saga	24	86%	Utterly compelling medieval strategy fest!
Wargames	37	60%	Limited tactical warfare sim.
Warhammer: SOTHR	14	82%	Unbelievably complex, but rewarding war game.
Warhawk	03	68%	Distinctly average helicopter shoot-'em-up.

GAMETITLE ISSUE SCORE WESAY...

War Of The Worlds	56	58%	A repetitive turkey shoot with a hint of strategy...
Warriors Of Might & Magic	73	55%	Warriors of the wasteland...
Warzone 2100	48	87%	Very challenging and very sharp strategy game.
WCW Backstage Assault	71	48%	Sucks like a Dyson Aard.
WCW Nitro	35	80%	One of the best wrestling games on the PlayStation.
WCW Vs The World	24	79%	Nothing new or exciting here.
WCW/NWO Thunder	44	85%	The best so far, but still room for improvement.
WGL Thundertanks	72	40%	Looks bad, sounds bad and plays worse. Please stop.
WDL: WarZet	79	29%	Positive proof of the horror of war.
Who Wants To Be A Millionaire? Junior	80	37%	I've had a pound for every cash in...
Wild 9	39	72%	A decent platformer, but we've seen it all before.
Wild Arms*	24	85%	Hugely enjoyable RPG with serious challenge.
Wild Arms 2	65	75%	Nice, but it'll never be Final Fantasy.
Wild Rapids	67	30%	Sombre kavalero.
Williams' Arcade's Greatest	08	84%	Decent retro pack. Best: Robotron, Defender.
Wing Commander III	06	82%	Expensive space opera, involving plot.
Wing Commander IV	22	67%	Even more costly, but minus originality.
Wing Over	27	50%	Dated airborne shoot-'em-up.
Wipeout	01	89%	A state-of-the-art pop culture racer. Very weeny.
Wipeout 2097	13	93%	Far better than Wipeout - a stunning game.
Wip3out	54	84%	Phenomenal futuristic anti-gravity fun...
Wipeout Special Edition	64	89%	Enjoyable but smells like cash in its eye.
World CSiSP Snooker	62	78%	A good crack, if you like that sort of thing...
World Cup '98	36	86%	Captures the hype of the event... but it's all over now!
World Cup Golf	05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	35	88%	Very playable, but lacking in long term challenge.
World's Scariest Police Chases	79	80%	A tough rewarding cop-based driving game.
Worms	01	92%	Crap looking, but oh-so-playable in multiplayer.
Worms: Armageddon	57	92%	A brilliant sequel that'll blow you away!
Wreckin' Crew	36	83%	Addictive tongue-in-cheek racing game.
Westemania	01	74%	Wrestling - not a real sport. Game sucks.
Wu-Tang: Taste The Pain	56	86%	Camp-bangin four-player brawl.
WWF Attitude	52	84%	An entertaining and engrossing wrestle-fest.
WWF Smackdown	61	92%	The best wrestling game available!
WWF Warzone	39	85%	Again nothing new, but it's decent enough...
X2	18	77%	Amazing looking shoot-'em-up, but too hard.
X-Com: Enemy Unknown	06	82%	Compelling turn-based strategy adventure.
X-Com: Terror from the Deep	15	88%	Deeply involving underwater strategy game.
X-Files (The)	53	78%	A dated flick-screen concept, but compelling...
X Games Pro Boards	45	35%	Poor quality snowboarding game.
Xena: Warrior Princess	57	78%	A strangely compelling old-school beat-'em-up.
Xenocracy	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	34	82%	Flashy and vibrant, but the Saturn wins this time!
X-Men Mutant Academy	66	70%	Utterly formulaic fighting sim.
X-Men Mutant Academy 2	82	80%	X-Men are back and they are still very angry.
Xenious 3D/G	23	72%	Collection of every Xenious game. Not bad.
Yeh Yeh Tennis	65	35%	Come back Ponz, all is forgiven!
YoYo's Puzzle Park	49	87%	A worthy platformer from the golden age of 2D!
Yusha	30	60%	Nice-looking, but dated in gameplay.
Z	29	85%	Hard as hell, but intensely rewarding.
Zelgesat*	01	51%	Incredibly slow shoot-'em-up. Worthless.

PS2 OUR TOP 10!

Not only have we finally got round to strapping all those PlayStation2 games into our comprehensive PAL-list, we've put together an honest-to-god PS2 top ten. If you've picked up a PS2, these are the games you need.

01 GTA3



It's the best game in the world you see, and it's on PS2.

02 Gran Turismo 3



Better-than-real graphics, as-good-as-real handling... Yes!

03 Red Faction



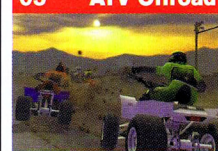
A bloodthirsty FPS good enough to tickle anyone's trigger finger.

04 Spy Hunter



Massively playable high-speed reworking of an arcade classic.

05 ATV Offroad



Fabulous bouncy physics and smart organic terrain.

06 Dead Or Alive 2



Female kung-fu in impossibly detailed high resolution.

07 Silent Scope



Squeaky-clean conversion of a splendid sniping arcade game.

08 TimeSplitters



Lightning quick first-person shooter. Includes ducks, strangely.

09 Smuggler's Run



Vast expanses of go-anywhere terrain and indestructible 4x4s.

10 Ridge Racer V



Arcade quality racer with exceptional control and feel.



arcade shoot-'em up beat-'em-up first-person shooter party/puzzle platform racing game sports title strategy/adventure

* Indicates an import review

PLAYSTATION 2

GAMETITLE	ISSUE	SCORE	WESAY...
Ape Escape 2001	80	80%	Hilarious part-based shoot-'em-up, with cheeky monkeys.
Army Men: Air Attack 2	76	80%	Strike for the young, lucky soldier.
ATV Offroad	79	88%	Fantastically involving racing ludo. Boing!
7 Blades	73	46%	Short, shallow with spoiled visuals.
4X4 Evolution	74	72%	Average and annoying 4X4 racer.
Armored Core 2	73	70%	Fights Changing Rooms and loses.
Aqua Aqua	70	87%	A hugely addictive PS2 puzzle.
Baseball Championship Stars	71	10%	Incessable Japanese fare.
The Bouncer	78	58%	A hugely disappointing beat-'em-up with some great graphics.
CART Fury	78	70%	Fast, fun and shallow arcade racing that's easy to pick up.
City Crisis	80	70%	A great idea that just doesn't have enough variety.
Crazy Taxi	77	79%	Brilliant, but overpriced at £40.
Dark Cloud	80	89%	An inventive and fun RPG with a god-sim element.
Dave Mirza Freestyle BMX 2	82	80%	Enjoyable, well-specified and colourful BMX stunts.
Donald Duck	73	56%	A below average platformer.
Dog of Bay*	81	80%	Beyond novel, to the point essentially.
Driving Emotion Type-S*	63	58%	Upsettingly dull racer with hideous handling.
Dead Or Alive 2	70	91%	Great gals, great game!
Devil May Cry	82	83%	Takes the survival horror genre and reinvents it for zeros.
Dynasty Warriors 2	72	62%	Sleep-inducing hack 'n' slash action.
Escape From Monkey Island	79	80%	We have bananas today...
E4 Sports Rugby	78	80%	Fine game, but perseverance is required.
Ephemeral Fantasia	79	64%	Average RPG far with added guitars but waa-wah.
EX Billiards*	71	79%	Enjoyable pool fun with a twist.
Extermination	77	80%	A solid horror debut for the PS2.
ESPN Int. Track And Field	70	83%	Competent button basher.
ESPN Winter X-Games	72	65%	Staid, therefore ultimately boring.
ESPN National Hockey Night	75	65%	Exceptionally dull ice hockey game.
Evergreen	75	45%	This is not the RRG we were looking for... move along.
Extreme G-3	80	87%	The fastest game the world has ever seen!
Final Fantasy X*	81	86%	The most exhilarating and engaging game ever.
Formula One 2001	77	93%	The best F1 simulation yet.
F1 2001	82	76%	The graphics are impressive and the sense of speed top notch!
F1 Championship Season 2000	71	73%	Quick fix F1 thrills.
F1 Racing Championship	72	71%	Falls short of being a pulse mover.
Fantavision	70	90%	A totally original experience.
Frak Out	81	83%	A brilliantly inventive title that truly defies any genre.
Fur Fighters	77	79%	Unoriginal but fun platformer.
Gauntlet: Dark Legacy	77	60%	Thorne Turgid update of the classic coin-op.
Goemon*	73	50%	Wail for the english translation.
Grand Illusion II & IV	71	75%	Hardly classic enough to justify revisiting.
Grim Turismo 2: A-Spec	79	91%	Without a doubt, the ultimate racing sim!
Gungnir Blaze	72	83%	A short but exhilarating blast.
International Superstar Soccer	70	75%	More FIFA than ISSS.
International League Soccer	79	87%	Bored with the established players? Try this substitute...
Jungle Book Groove Party	77	92%	Entertaining and polished dance game.
Knockout Kings 2001	74	63%	A bit poor for PS2 - solo play only.
Kengo Master Of Bushido	79	83%	Intelligent and original adventure.
Le Mans 24hrs	78	89%	Competence personified, a fine race which deserves attention.
Lego Racers 2	81	87%	A fun-filled, well-structured cart racer with universal appeal.
Lotus Challenge	80	72%	Licensed racing that'll test your skill and patience.
Midnight Club Street Racer	70	77%	'Best when dipped into' racer.
Madden NFL 2001	70	91%	The definitive American football title.
MDK2: Armageddon	76	76%	Misc, but not nearly slick enough.
Moto GP	77	78%	Addictive though imperfect bike.
MTV Music Generator	77	89%	Any musical inclination? Buy it!
Ministry of Sound: Interactive Edition	80	70%	This is not a game we play...
MX2002 featuring Ricky Carmichael	81	73%	Adequate racing but the competition is stiff.
NBA Live 2001	73	80%	Spot on sim; if that's your bag.

GAMETITLE	ISSUE	SCORE	WESAY...
NBA Hoopz	74	68%	Outdone by the PSone version!
NBA Street	79	85%	Slick and street tough basketball authority boye!
NHL 2001	70	82%	Imperfect but hugely addictive!
Operation Winback	76	60%	Flawed but tolerable stealth title.
Orphen: Son Of Sorcery	74	72%	Enjoyable but flawed adventure.
Poolmaster	70	87%	Competent yet fun pool sim.
Project Eden	82	91%	A big, fat, slightly rough diamond - well worth a look.
Portal Runner	82	40%	Are we going to be swayed by a girl made of plastic? Not
Quake III	75	90%	Breathtaking multiplayer frag-fest.
Rayman Revolution	72	70%	Fun but platform adventure.
RC Revenge Pro	71	78%	Novel but moody racer.
Ridge Racer V	69	89%	A highly polished if unoriginal racer.
Ring Of Red	77	83%	Involving strategy, tense gameplay.
Red Faction	78	94%	Undoubtedly the cream of the FPS crop. Sicko's rejoice.
Ready To Rumble Round 2	71	83%	Massively enjoyable, if simplistic.
Resident Evil: Veronica*	77	85%	More a reworking than a revolution.
Robot Warlords	75	56%	Robots on a go slow.
Rumble Racing	77	84%	A fun, if slightly repetitive, racer.
Rune: Viking Warfare	81	50%	Ineffective and title viking saga that belongs in the dark ages.
Shadow Of Memories	74	89%	Intelligent and original adventure.
Silent Scope	70	81%	Highly tense, innovative shooter.
Sigheed: The Lost Planet*	71	67%	Mindless blaster with limited appeal.
Spy Hunter	81	94%	It may be short-lived, but it burns soooo bright!
Summoner	73	74%	Decent but slightly disappointing.
Surfing H30	72	46%	You'll be surf-board in no time.
Swing Away Golf	71	70%	Strangely charmless, yet adequate.
Super Bust A Move	71	80%	As great as it ever was...
Stepping Selection*	64	70%	A must-buy launch title.
Sky Odyssey	75	91%	Sky-high quality game play.
Sky Surfer*	64	53%	An exceptionally poor boarding game.
Star Wars Starfighter	75	92%	Stunning space battle simulator.
Street Fighter EX3	63	33%	Time to call it quits for this old dog!
Smugglers Run	69	86%	Struggle it into your cave as soon as possible.
SSX	70	93%	A must-buy launch title.
Top Gear Dare Devil	70	90%	Get that PS2 multi-tap now.
TimeSplitters	71	85%	Weathered classic with knobs on.
Thorne Park World	82	74%	Below average thanks to unappealing play.
Thunderhawk: Operation Phoenix	82	88%	Quick-fire chopper action that needs faster loading times.
Tekken Tag Tournament	70	85%	Enjoyable addition to the family.
Tiger Woods PGA Tour 2001	74	84%	Slick and progressive golfing fun.
Twisted Metal Black	82	87%	Car combat finally comes of age!
UEFA Challenge	79	79%	Challenge? That doesn't even begin to describe it...
Unreal Tournament	73	86%	Great, but struggling against PS2.
Vidvicious Bikers	81	87%	Smart biker which happens to KO Knockout Kings 2001.
Wild Wild Racing	69	54%	Competent but ultimately wearing racer.
Wacky Races	78	65%	Charmless toony racer aimed at the nostalgic crowd...
World Championship Snooker	81	82%	Worn out snooker hater's, but still a solid simulation.
X-Squad	71	59%	Shooter with squandered potential.
Z.O.E.	75	80%	Good looking but shallow shooter.

ON THE CARDS TOP 5 SAVESLOTS

The games we have been playing, saved lovingly to our office memory cards.



01 CAPCOM VS SNK

Because certain arcane elements of the PLAY team just won't let the old ones go.

SYSTEM FILE

02 DOG OF BAY

When you've unlocked all the dancing moves you'll want them forever.



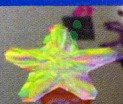
03 GRAND THEFT AUTO 3

There is always a new and interesting way to notch up more cop deaths.



04 JAK AND DAXTER

In-depth reviews require muchos saving of stats.



05 SILENT HILL 2

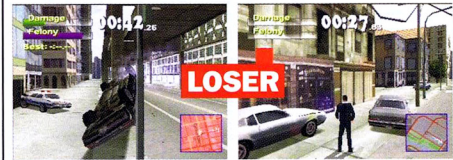
Worth it if only to save just before the sumptuous, stylistic movie bits kick in.



HEAD-TO-HEAD DRIVER 2 VS GRAND THEFT AUTO 3

DRIVER 2 BACK ON THE STREETS

Crime doesn't pay. Be a good boy. Be a cop. No matter how often *Driver 2* repeated its compulsory mantra it couldn't help but consider that it was being force-fed a fib and had been set up. 'I can act like a bad guy, but really I am a good guy. I am an undercover cop and get to mix with the scum of the Earth. Maybe their badness will rub off on me and the kids will be convinced.' Cut to *Driver 2*'s heavy roadster as it swerves toward a surprisingly nimble pedestrian - the ped bounds out of the way. Damn it! 'Remember, crime does not pay - I am an undercover cop. *Driver 2* pulled over and got out of the car only to be faced by another honest citizen - right in his face. The clock was ticking, but with all his strength he couldn't even tap this son-of-a-bitch, let alone beat him to the floor. Cursing his inability to fully interact with the city's population he climbed into a nearby vehicle and drove off to meet an appointment for yet another linear mission. He thought he heard a noise, but put it down to the now-defunct engine he was driving.



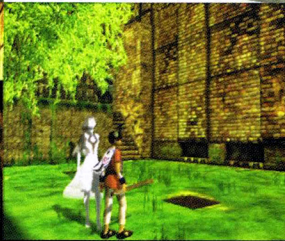
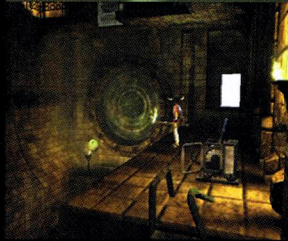
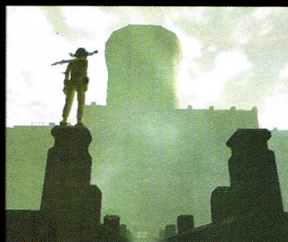
GRAND THEFT AUTO 3

The city was steaming as GTA3 drove a whore into a secluded alleyway. When he was finished gaining 'extra health' he let her out - then ran her down, reversed, got out and took back his money. In the distance he made out a heavy roadster as it swerved toward a pedestrian. 'I seem to be performing many different actions in a very short period of time,' he considered as he saw the ped leap out of the way and carry on at an idle pace down the street. The roadster pulled over and a rectangular man in black climbed out. He may have been trying to do something with another person, it wasn't clear. Maybe another player? GTA3 instinctively brought the sights of his sniper rifle to cover this mysterious man's face - and it was ugly and broken. This freak had enough problems - the sights painted left to cover the leg of the previously ludo sideways prowler and screams covered the sound of another bullet being levered into the breach. The ugly man was oblivious, but witnesses later stated that they heard him swear something about his life not turning out the way he wanted. The cops didn't want to know.





ALL THE KING'S HORSES
AND ALL THE KING'S MEN
CAN'T STOP US FROM
TELLING YOU ALL ABOUT A
SMALL BOY WITH HORNS, A
CASTLE, A PRINCESS AND
THE FINEST ADVENTURES
THE PS2 HAS EVER SEEN.



ACE COMBAT 4: SHATTERED SKIES

CONFIDENCE IS HIGH, REPEAT CONFIDENCE IS HIGH SINCE WE GOT OUR HANDS ON THE JOYSTICK OF NAMCO'S HOMAGE TO MODERN AERIAL COMBAT AS SEEN THROUGH THE EYES OF AN ARCADE FANATIC.

TONY HAWK'S PRO SKATER 3

THE THIRD IN THIS SERIES ABOUT SOME BIG KID WHO'S NAILED SOME WHEELS TO A PLANK OF WOOD AND CAN NOW PERFORM STUNTS FOR APPLAUDING CLOTHING COMPANIES GRINDS IN FOR REVIEW.

SMACKDOWN! JUST BRING IT

THE FRANCHISE STRIKES BACK IN THE FORM OF THE GREATEST, AND ONLY, WRESTLING GAME TO SLAP THE PS2 DOWN HARD ON THE CANVAS AND MAKE IT BEG FOR MERCY.

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PLAY MAGAZINE ISSN 1358-9474



SMUGGLER'S RUN 2

HOSTILE TERRITORY



The ultimate off-road driving adventure returns to the PlayStation®2. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals in the most volatile warzones on earth. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

www.rockstargames.com/smugglersrun2



PlayStation.2



Set in the world's most dangerous warzones



Fully integrated plot increases the adrenaline and ups the stakes



Deliver the goods through mine fields, avalanches and enemy crossfire!



Outrun and outwit your enemies head-to-head in split screen multiplayer mode!



All new mission types including helicopter drop offs!

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